

September 21, 2017

## Milestone Plan - Prototype

- Programming
  - Character movement
  - Character attack
  - Enemies spawning
  - Enemy "AI"
- Design
  - Jump height
  - Speed
  - Level setup
- Art
  - Main Character (fully animated for timing)
  - Base platform
  - Base background
  - Concept Art - 1 week
    - Character | Environment

