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| **Release Name** | **New incremental features of this release** |
| **Alpha** | **Have Animated Character on screen and Buttons that control the direction of a walking animation** |
| **Beta** | **Get GitHub working, button release detection, and clean up animation** |
| **Gamma** | **Add character movement, camera movement, tilemap, hit detection on the map, and map changing with doors.** |
| **Delta** | **add a bace enime and add fireballs** |
| **Iota** | **add sword and shield** |
| **Lambda** | **Add a start menu with Load, New, and Credits** |
| **Mu** | **Add music and sound effects** |
| **Omicron** | **Add the ability to save the state of the game** |