**Sum Run**

Approx. 6 Weeks

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **April 20th**  **to**  **April 24th**  *Character,*  *Controls* |  |  |  |  |  |
| **April 27th**  **to**  **May 1st**  *Environment,*  *(Procedural) Terrain Generation* |  |  |  |  |  |
| **May 4th**  **To**  **May 8th**  *Menus,*  *User Interface* |  |  |  |  |  |
| **May 11th**  **to**  **May 15th**  *Scoring System,*  *Possibly Sounds* |  |  |  |  |  |
| **May 18th**  **to**  **May 22nd**  *Particles,*  *Additional Aesthetics* |  |  |  |  |  |
| **May 25th**  **to**  **May 29th**  *Final testing,*  *Final fixes,*  *Final minor changes* |  |  |  |  |  |