**Release Schedule (the second half of Specs)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| **Release Name** | **New incremental features of this release** |
| **1. The Pulsar** | **Move our character horizontally both ways with left and right images** |
| **2. The Avenging Dove** | **Get the character to move on our level with background. Stop any clipping with the environment.** |
| **3. The Iron Harbinger** | **Switching room mechanic (swap background, move player back to right side of the screen)** |
| **4. The Threat** | **Get the monster to follow the player.** |
| **5. The Scorpio** | **Monster will kill the player.** |
| **6. The Bipedal Corsair** | **Give the astronaut feet.** |
| **7. The Spectral Hawk** | **Astronaut’s animations.** |
| **8. The Golden Tiger** | **Pressing the Space Bar to interact with the environment.** |
| **9. The Neptunian Star** | **Darken the rooms using a translucent black filter.** |
| **10. The Saturnian Revenge** | **Flashlight mechanic. Cone of light to allow the player to navigate their environment.** |
| **11. The Procyon** | **Add sounds to the monster, the player footsteps, breathing, flashlight click.** |
| **12. The Steel Plague** | **Monster’s Animations as well as minor jump scares.** |
| **13. The Bloody Claw** | **Win conditions enabled (Player restores power on the engineering deck).** |
| **14. The Grego** | **Fail conditions enabled (Player death when caught by the monster)** |
| **15. The Blazing Wolf** | **Add objective checklist to clarify to the player what the win conditions are.** |
| **16. The Draunian Melody** | **Add ambient soundscape.** |
| **17. The Regulus Scourge** | **Add scripted event in the observation deck.** |
| **18. The Venusian Lion** | **Scripted engine room event after win conditions are met.** |
| **19. *The Zodiac Fortune*** | **Completed Game. Last touches that weren’t thought of before this. Credits if time is available.** |