**Chauhunen Release Schedule (the first 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** |
| v1.0  Sprite | Controlling the sprite so that it can move left and right with user input via left and right arrow keys. |
| v1.1  Gravity | Creating gravity in the game so that when the sprite jumps on a platform, they will go up, and eventually down |
| v1.2  ScreenWrap | Screen Wrap (if the sprite exits one side of the screen it will enter the opposite side) |
| v2.0  Platforms | Solid Platforms and having them spawn at top of screen and move toward bottom of screen |
| v2.1  HitDetection | Hit detection when sprite is moving down onto platform but when it is moving upwards it there won’t be hit detection |
| v2.2  PlatformBounce | Sprite bounces upwards once in contact with top side of a platform |
| v2.3  SpringsTrampolines | Springs and Trampolines (if sprite is in contact with the top of a spring or trampoline, it will propel the sprite in the y axis at a height higher than the normal bounce) |
| v3.0  Score | Tracking the score of the user (increases by a certain increment as the user continues to bounce on platforms upwards) |
| v4.0  RetryOrQuitScreen | Program allows user to choose to click the home button and go to the main menu, or to click the retry button to run the game once again |
| v4.1  MainMenu | Main menu (contains buttons to play screen, instruction screen, and customize sprite screen) |
| v4.2  InstructionScreen | Instruction Screen that teaches users how to control the sprite, and informs users about the rules and conditions of the game |
| v4.3  CustomizeScreen | Allows user to choose the colour of the sprite that they are playing with (Shop) |