	Completed	End Date	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
Character(Art)		5/2										
Parallaxing		5/10										
Collision Detection		5/6										
Platforms		5/5										
Levels		6/1										
Enemies		6/8										
Enemies (Art)		5/5										
Platforms (Art)		5/3										