Release Schedule: Alomakoth

Team: Space Monkey Mafia

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| **Release Name** | **New increment features of this release ( or scratch specifications)** |
| Alomakoth 1.0 | Player 1 creation and load |
| Alomakoth 1.1 | Player 1 movement with WASD keys |
| Alomakoth 1.2 | Player 1 Jumping & Gravity capabilities |
| Alomakoth 1.3 | Player 2 creation and load |
| Alomakoth 1.4 | Player 2 movement with directional keys |
| Alomakoth 1.5 | Player 2 Jumping & Gravity capabilities |
| Alomakoth 1.6 | Creation of start screen |
| Alomakoth 1.65 | Creation of background selection & button  (You can switch screens, but nothing will be loaded within) |
| Alomakoth 1.7 | Creation of instructional screen & button (You can switch screens, but nothing will be loaded within) |
| Alomakoth 1.8 | Creation of player selection screen  (You can switch screens, but nothing will be loaded within) |
| Alomakoth 1.9 | Load background and players selected |
| Alomakoth 2.0 | Create player 1 basic attack |
| Alomakoth 2.1 | Create player 2 basic attack |
| Alomakoth 2.2 | Test hit detection |
| Alomakoth 2.3 | Create block for player 1 |
| Alomakoth 2.4 | Create block for player 2 |
| Alomakoth 2.5 | Test block detection |
| Alomakoth 2.6 | Create health bar |
| Alomakoth 2.7 | Detect lost health |
| Alomakoth 2.8 | Detect no health left |
| Alomakoth 2.9 | Load winner |
| Alomakoth 3.0 | Load finished game menu |
| Alomakoth 3.1 | Load pause button |
| Alomakoth 3.2 | Load pause menu |
| Alomakoth 3.3 | Controller Compatibility |
| Alomakoth 3.35 | Load Background music |
| Alomakoth 3.4 | Create Player selection |
| Alomakoth 3.5 | Create background selection |
| Alomakoth 3.6 | Special attack: Super Attack (all players) |
| Alomakoth 3.7 | Combo attacks |
| Alomakoth 3.8 | Load Super Attack Orb |
| Alomakoth 3.9 | Tournament Mode |
| Alomakoth 4.0 | 4 player mode |