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| Week | Planned Programming |
| 2 / 23 – 3 / 2 | * Create a level with a bunch of balloons to find * Implement a machine gun that can defeat enemies * Create sprites for enemies |
| 3 / 3 – 3 / 9 (ITERATION 1) | * Add an enemy that roams the air * Add an enemy that roams the Ground * Create sprites for weapons |
| 3 / 10 – 3 / 16 | * Add two weapons that can make the game more fun * Allow enemies to fire at you |
| 3 / 17 – 23 | * Add pickups to refill health and add money * Add a shop to spend on upgrades like more health and stronger machine guns * Create Sprite for Boss |
| 3 / 30 – 4 / 6 (ITERATION 2) | * Add a boss the player can fight after enough balloons are obtained |
| 4 / 13 – 4 / 20 (BETA RELEASE) | * Polish as many glitches as possible * Clean up code as much as possible |
| 4 / 21 – 4 / 27 | * Add a trick or two (like avion rolls) to make the player feel more triumphant. |
| 4 / 30 | * Release Game on itch.io |