Development Plan with milestones

Title: AMEzing journey

Genre: Platform game

Group name: EVOS PEKO

Group member:

Name	Student ID
Lee Choon Jia	1900427
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Game overview:
AMEzing journey is a platform game that lets the player control smol ame and begin a space adventure. Gameplay of AMEzing journey is to complete the run of every level and additionally collect space materials and defeat enemies. If the player dies, the player is required to restart the game from the latest checkpoint. This game includes 4 levels, each level requires the player to defeat the enemy then go to the next stage.

Level:
4 Levels with different map designs, enemies and difficulties.

Premise:
"An adventurous journey to the Khrono planet "

Each milestone: what will each member do?
Milestone 1: [30%]
Find sprites of the main character and enemies. (Wei Chuen & Choon Jia)
Find the suitable material, such as background image, obstacle, etc. (Niroshan & Guan Wei)
Find suitable background music and sound effects. (Niroshan & Guan Wei)
Complete the character & enemy animation (Wei Chuen & Choon Jia)
Script the Simple Player Control (Wei Chuen & Choon Jia)
Game Physic Setting (Choon Jia)
Draft the layout of each level (continue in milestone 2) (All members)

Milestone 2: [70%]; you might be need finish up the previous tasks in the previous milestones + your plans;
Finish previous task in milestone 1
Protype the interface of each level (continue from milestone1) (All members)
Enemy Controller Scripting (Choon Jia & Niroshan)
Script character action (Wei Chuen)
Design UI of main menu (Guan Wei)

Final milestone: [100%] [the polish and touch ups + last minus stuff]
Game testing
Ensure sound effects and background music is applied for each level and main menu.
Make sure the animation of the characters is smooth.