Milestones		Main Schedule
Pitch	☑	Met up with group
	☑	Spent time figuring out what video game to recreate
February 4 2020	☑	Artists figured out how to do basic walking cycle pixel animation and then learned how to imput that into unity
	☑	Programmers started working on programming the game
	☑	Finished main information on GDD
	☑	Create a Trello, then Google Sheets for Asset Lists and Schedule
	☑	Start Pitch Presentation
	☑	Art Lead started creating the sprites
	☑	Create style guide
	☑	All asset lists made
	☑	Created Schedule
	☑	Finished Pitch presentation
Alpha Main Game Working	☑	There is at least one sprite placeholder
	☑	There is at least one sound placeholder
	☑	Asset list updated for each lead
February 6 2020	☑	Trello updated
	☑	Schedule updated
	☑	GDD updated
	☑	Fix aspect ratio in the game
	☑	Documentation updated
	☑	Implemented sword mechanic for plus content
Beta	☑	Have everything for main game done
	☑	Have most/all of plus content implemented
February 10 2020	☑	Asset list updated for each lead
	☑	Trello updated
	☑	Schedule updated
	☑	GDD updated

Final	✅	Both master copy and plus content complete
	✅	All links in canvas
February 11 2020	✅	All documentation finalized