- creating a game manager

- point system

- creating a field

- creating the grid manager

- high shifting mechanic

- creating a UI

- lobby

- start screen

- in game gui

- creating player class

- creating pathfinding

- (a\*)

- creating heroes

- hero class

- design work

- creating player models

- ~art

- creating networking capability

- (UNET)

**First Milestone:**

A flat field (no additional mechanics) with two players, able to move via A\*, synchronized over UNET.

To-Do:

* Creating the grid and a manager
* Player class
* Network synchronisation
* A\*
* Game manager
* Work on design

**Second Milestone:**

Implement the height changes in the field and make sure it works with A\*. Implement Jump and height restrictions. Make sure the terrains does not trap characters.

To-Do:

* height shift mechanic
* height shift restrictions
* jump and jump restrictions for players
* work on design
* Testing

**Third Milestone:**

Implement first heroes (with abilities). Get the point system implemented. Put in the Lobby. Work on everything else that’s not working yet.

To-Do:

* put in two heroes
* put in the lobby
* create the point system
* work on design
* Testing

**Fourth Milestone:**

Working Prototype. Last-Build. Turn-In.