**BASIC WORK FLOW**

**PROGRAMMING REQUIRMENTS:**

2D Sprites

1. **Decide Framework** Time required:

Phaser Decided

1. **Rendering Sprites**  Time required:

How to Print Sprites with control

1. **Flight/Gravity**  Time required:
2. A specific key for player to fly

when pressed repeatedly

1. A Force such as gravity on player to push him down
2. **Player Controls** Time required:
3. Basic player movements when player

is on floor.

1. Basic player movement when in air
2. **Collisions**  Total Time required:
3. **Static Platform Collisions** Time required:

Collisions with platforms

(basic collisions)

1. **Player enemy Collision Detection** Time required:

Collision between player and enemies

by checking their y coordinates

1. **Enemy Movement Basic**  Time required:

Simple ai when enemy detects player

position and tries to go over the

players y coordinates

1. **Scoring**  Time required:

Showing score and lives on screen

1. **Eggs**  Time required:

Has a high proverbiality of spawning

After a enemy is killed

1. **Complex AI**  Time required:

Decision making for AI

1. **Level Design/Waves**  Time required:

Last to do with coordination

with design and art