Ophiuchus Game Development Schedule:

Sunday 7th (latest due by Wednesday 10th):

1. Create completed game concept description.
2. Add updated screens.
3. Finish map design and implementation.
4. Creating save files.

Sunday 14th:

1. Add character animations to game (skins not necessary currently).
2. Add weapons to the game and allow character to shoot and do damage.
3. Add enemy types into the game and allow them to do damage.
4. Add the mini-map feature to the game.

Friday 19th:

1. Wave/kill count.
2. Implement difficulty setting.
3. Implement the achievement feature.