

Progress Map

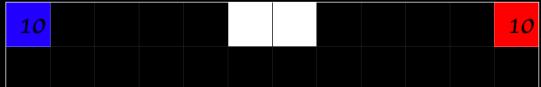
11/7/2020 First team meeting (Saturday)

- We watched First Game Jam Intro together
- We watched examples of competitions previous years
- We brainstormed together
- We decided the idea of our game and started coding
- Github was set up



Slidy

Long Tail

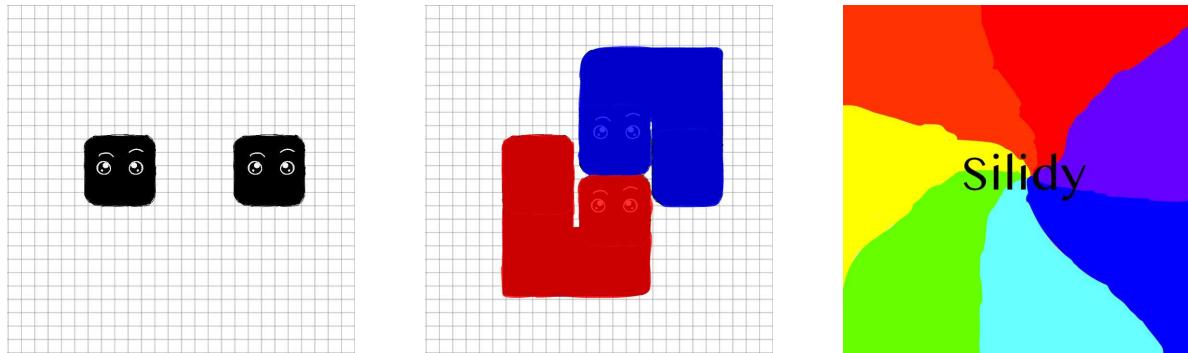


11/8/2020 Offline work (Sunday)

- 0.0 was created
- First two levels were created

11/9/2020 School Day (Monday)

- We decided to draw all images by our own
- We started making animation



11/11/2020 School Day (Wednesday)

- We decided to make the game 3D
- We quit the idea of using images in the game
- We finished making the game 3D

11/12/2020 School Day (Thursday)

- We finished the animation
- We made the 3D look better

11/13/2020 School Day (Friday)

- We started creating more interesting levels
- We started to make our own music for the game

11/14/2020 Final Version Meeting (Saturday)

- We finished creating new levels
- We created and edited the music
- We recorded our own game sound
- We recorded all solutions

11/15/2020 Final Team Meeting (Sunday)

- We made GitHub look nicer and finished editing it
- We finished filling the file

