**Jan 17 - Jan 31**

* Art:
  + Collecting information and sketch work on models of Lord Anubis and the replicator.
* Code:
  + Continue Mini-Map Work
    - Finalize the mini-map feature and make sure it works fine
  + Opening Scene
    - Make sure Opening Scene map is complete in order to record cutscene

**Jan 31 - Feb 14**

* Art:
  + Work on models of Lord Anubis and the replicator.
* Code:
  + Level 2 Level Layout
    - Complete the Layout for Level 2
  + User Instructions & Navigation
    - Add on-screen Instructions for the player at the start of the game
    - Arrows or Directional Indicators showing where to go
  + Work out any Lingering issues in Level 1’s Layout
    - Add on the moving lava on the walls
    - Make sure platforms are closer together

**Feb 14 - Feb 28**

* Art:
  + Finalize the models to begin UV unwrap models of the two final bosses.
  + Start working on dust and sand textures.
* Code:
  + Add Artifacts to Level 2
    - After Level is complete, add all of the artifacts and where they’ll go on the map

**March 1 - March 14**

* Art:
  + Start texturing lord Anubis and the Replicator.
* Code:
  + Workout Stargate transition from Level 1 to Level 2
    - Make sure entering the Stargate sends the player back to Menu or Straight into level 2
  + Add checkpoints for Level 2
    - Add Respawn points for the player after every math question

**March 15 - March 28**

* Art:
  + Start working on rigging the models with functional controls and joints.
  + Poster
  + Icon
* Code:
  + Polish & Bug Fixes
    - Test all of the collisions and make sure all of the math problems are working correctly
    - Fix any small bugs
  + UI Confirmation
    - Make sure all of the UI is working and looking good for Level 2
  + Make 30 second movie trailer

**March 29 - April 12**

* Art:
  + Review all model functionality and design.
* Code:
  + Final QA & Optimization
    - Complete the final test run of Level 2 to make sure everything works and flows okay.
    - Remove any extra scripts, debugs, models, or anything else that’ll slow down the game.
  + Build Integration
    - Confirm smooth transitions in and out of both levels