Microvania! This will make little sense on its own, but it seemed important to put in my workbook website. Web book? I don’t know. My professional-ness has disappeared in this file and I regret absolutely nothing ^^

What I need to do; week 1 (13th-16th):  
✔Sketch out lab and outside FULL map (on paper, if too big, scale down.)  
✔Make placeholder sprites  
✔Finish font

What I need to do; week 2 (17th-23rd):  
Put in basic controls (up, down, left, right, jump, interact)  
Add gravity  
✔Make placeholder sprites if not completed  
Playtest

What I need to do; week 3 (24th-30th):  
Concept art. Really detailed. Tatsu, scientists, and thugs.

What I need to do; week 4 (31st-4th):  
Crank coding (forward strike, backward block) Considering changing to backward bow.  
Collision  
Enemy attack  
Enemy pathfinding  
Game saves  
Playtest

What I need to do; week 5 and 6 (7th-20th):  
Enjoy Japan 😊

What I need to do; week 7 (21st-27th):  
Finish combat system (this will probably take all week)  
UI design

What I need to do; week 8 (28th-4th):  
Character pixel art  
Character animation  
Splash screen  
Title screen  
Title animation (maybe)

What I need to do; week 9 (5th-11th):  
Record music and foley, put them in the game

What I need to do; week 10 (12th-18th/Friday):  
Anything missed or unfinished.