# Milestones

We have a time span of 10 workdays to create the concept of Micro Machines by Codemasters

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| --- | --- | --- | --- | --- | --- |
| **Day** |  | **What we want to achieve** |  | **Achieved** | **Comment** |
| 1 |  | Create level prefab + player prefabs |  | **✓** | Different color cars for each player & we now have a track |
| 2 |  | Create basic player movement |  | **✓** | Created forward movement and rotation |
| 3 |  | Add jumps in level & falling off table + respawn |  | **✓** | Player can jump around and respawn when falling from the map |
| 4 |  | Add waypoints (respawn at waypoints) |  | **✓** | Respawn at closest waypoint |
| 5 |  | Keep track of position (1st 2nd etc) |  | **✓** |  |
| 6 |  | Create slipping |  | **✓** | By pressing B you slow down to take the corners better |
| 7 |  | Keep track of time |  | **✓** |  |
| 8 |  | Make a menu |  | **✓** | Simple quick and easy menu |
| 9 |  | Create changeable controls |  | **✓** | Players can pick their controls |
| 10 |  | Testing |  |  |  |