# 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** | **If not why?** |
| 1 |  | Create level prefab + player prefabs |  | **✓** |  |
| 2 |  | Create basic player movement |  | **✓** |  |
| 3 |  | Add jumps in level & falling off table + respawn |  |  |  |
| 4 |  | Add waypoints (respawn at waypoints) |  |  |  |
| 5 |  | Keep track of time and position |  |  |  |
| 6 |  | Create a menu |  |  |  |
| 7 |  | Create slipping |  |  |  |
| 8 |  | Add art in the game |  |  |  |
| 9 |  | Testing |  |  |  |
| 10 |  | Testing |  |  |  |