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| **Milestones** | **Expected Date** | **Actual Date** | **Reason Why Date Was not Met** |
| Game Sprites Fully Functional | October 14th, 2020 | October 14th, 2020 |  |
| Gameplay Fully Functional | November 8th, 2020 | November 18th, 2020 | * I ran into many complications with the movement aspects of the game. There are still some small issues but most of the movement was cleaned up * I also was running into some issues with the animations displaying at the proper time * There was also an issue with the overall attacking and damaging methods within the code itself which affected the overall gameplay so that needed to be addressed |
| Website Portfolio Up and Running | November 2nd, 2020 | November 18th, 2020 | * Had hosting issues and I had to change hosting multiple times in order to make sure that everything was working and showing up properly |
| Global Leaderboard | November 12th, 2020 | Didn’t get implemented | * There were issues taking the scores and putting them into the main website into a leaderboard, but that is an upcoming feature that I would have wanted |
| Game Integrated into the Website | November 13th, 2020 | November 19th, 2020 | * I ran into some issues when it came to implementing the game and I did not know how to implement it. * I ended up using WebGL in order to make the game a browser game. |
| Website CSS Working Fully | November 14th, 2020 | November 14th, 2020 |  |
| Website URLs Fully Functional | November 12th, 2020 | November 12th, 2020 |  |