**First Week**

* Re-designing the level concept

Iterating the level concept to make for a more fun playing experience. I intend to research the interior of Shogun's castle to base a single level concept around. This will take 5hrs of my time as I plan to create 3 drafts and finalised piece.

* Re-designing 2D tiles and props

This includes the walls, floors and floating platforms etc to fit more with the theme we were originally going with the game. This will take me 3 hours to complete all the finish assets.

* Additional and animated props

Including stuff such as traps and pitfalls for the player to avoid as he/she progresses through the level. I have given my self 2 hours for this task.

* Splash Screen

I intend to illustrate title main menu representing the playable avatar and enemies for the player to get a good idea of how the game is like. I have given my self 2 hours for this task.