**Level 6 Group 7**

**Project Timeline**

**Achievable milestones for M.V.P.**

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| **26th WK 10** | Design the game characters  Animate the characters  Assign controls to the characters |
| **3rd WK 11** | Design the item(s)  Code the item behaviour(s)  Code the item pick-up and pass (from P1 to P2) |
| **10th WK 12** | Code the scoring system as previously decided  Add in the UI for the score system  Tweak the system if necessary |
| **29th WK 13** | Code the match to be divided into X rounds  Design and create the winner screen |
| **5th WK 14** | Level design (build the map, levels, etc.) |
| **12th WK 15** | Play test & feedback review. |