15 – minuten plan Dutch Game Studio Challenge:

**Movement – 1u 15min**

* **Player movement** – 30 min
* **Enemy movement** – 45 min

**Game Logic & BLoC – 1u**

* **BLoC opzetten voor game states** – 30 min
* **Win/lose conditions + restart** – 30 min

**Shooting System – 45 min**

* **Player shooting** – 20 min
* **Enemy shooting + Strategy pattern** – 25 min

**Object Pool – 30 min**

* **Voor projectiles** – 30 min

**Art & Animatie – 45 min**

* **Placeholder sprites** – 10 min
* **SpriteSheet + animatie (bv. enemy of player dood)** – 20 min
* **Sprite decorator (bv. kleur bij hit)** – 15 min

**Effects & Particles – 1u 25min**

* **Flame effects (bv. grootte, kleur bij power-up of hit)** – 30 min
* **Particle effect bij explosie** – 35 min

**Audio – 30 min**

* **Background music + SFX met flame\_audio** – 30 min

**Custom Transform + Input – 30 min**

* **Input voor game state (start/restart)** – 15 min
* **Custom spatial transformation** – 15 min

**UI – 20 min**

* **levens Display** – 20 min

**GitHub Pages Hosting – 15 min**

* **Build + deploy + URL check** – 15 min

**Refactor + Styling – 30 min**

* **Code refactoren naar Effective Dart Style Guide** – 30 min