Gantt Chart-

A big part of the project is the design aspect. The tasks that have be assigned to be completed, are the UI, the Level Design, the power ups and the cutscene sounds.

The UI will be what the player will be able to see within the game, as an example it could be the health bar, the power bar and the inventory system, this will be an important part of the project as it will explain to the player what they have and what their health is at. The Level design is how the level will work and how it is fun it will be for the player, this will be important as if the level is not fun for the player they won’t want to continue to play. The power ups will be the fruits that the player will be able to pick up as the play the game, these fruits will be able to grant you special powers depending on which fruit you eat. The cutscene sounds will be the sounds that the player will be able to hear in the beginning cutscene, such as the plane engine, cutting out and crashing down in the jungle.