**11/25-12/2**

Plat forms completion

Including sticky platforms, bounce platforms

Blocks completion

Including moving blocks

**12/2-12/9**

Cpu completion

Including turrets, melee cpu and range cpu

**12/9-12/16**

Tutorial levels (WASD)

Tutorial levels (Switch screen)

Button introduction boss

Spikes introduction+ levels

**12/16-12/23**

Rotating spikes level

First boss second form(throwing spikes)

Cpu turrets levels

**12/23-12/30**

Joke level (level with turrets on moving bocks)

Shooting moving CPU

Espr boss

Bounce platform introduction levels + levels

Sticky platform introduction levels + levels

Final boss

**12/30-1/6**

Art work merge

**1/6-1/13**

Music merge

**1/13----**

Play test