

Schedule:

Week 8: Starting the documentation, getting used to using SVN.

Week 9: Trying to finish as much of the documentation as we can before starting on the game.

Week 10: Making the core game.

Week 11: Implementing extra features onto game.

Week 12: Finishing Touches on game.

Game Task Allocation:

Everyone: Read over and improve design documents

Edward: Enemies

Adriaan: Map

Maaka: Character

Kieran: Torch

Other features to add after main tasks are done:

Animation

Sound

Camera/side scrolling map

Traps/Hazards

Ladders

Debug features

Testing features

Main Menu

Pause Menu