October 24th – December 12th:

• Basic Scripting

• Working start menu

• Npcs with dialog

• Enemy follow AI and damage scripts

• Player Movement and Animations

• Camera control scripts

• Audio Manager scripts

• Parralax Scripts(not put into use yet)

• Tilesets divided for Inside and outside houses, terrain, and plant life.

• Projectile scripts for spells

• Release first teaser trailer

• And more

December 12th – December 31st:

• Finish UI scripts and animations for health bars, mana, and enemy health.

• I have all assets for animated and dynamic health bars

• Finish enemy prefabs and AI scripts (sight ranges, follow AI, attack Variation)

January 1st – January 31st:

• Finish level designs up to finding the surface

• Polish everything

Febuary 1st

Begin Testing

• Begin Marketing

• Release 2nd trailer

• Bugfixing and Polishing

Release Spring 2020