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| **Release Name** | **New incremental features of this release** |
| **1.0 “Rogue Thumbtacks”** | Basic moving and jumping with a goal to reach   * Platforms that move with the screen. * Starting screen. |
| **1.1** | * Backend: organized code * Platforms that re-appear on the other side as the screen scrolls |
| **2.0 “Rogue Broken Glass”** | Multiple screens to move between   * + Platforms on each screen   + Different borders |
| **3.0 “Rogue Butter knives”** | Generation   * Generating sprites & stages   + “Stages” stitched together with specific (already defined) platform combinations |
| **4.0 “Rogue Razor Blades”** | Enemies   * Enemy health * Hero health * Enemy damage * Enemy types   + Common enemy - medium size, slightly slower than the hero   + Tank - big monster, deals a lot of damage, slow movement & attacks   + Tiny / speedy enemies - small, fast, low damage   + Flying enemies * Enemy movement patterns * Integrate random enemy generation depending on room type |
| **5.0 “Rogue Kitchen Knives”** | Attacking   * Hero dealing damage * Weapons   + Swords with different lengths & slice speeds |
| **6.0 “Rogue Butterfly Knives”** | Levels   * Progressing to next levels * Levels that are pre-made * Levels with aesthetic themes |
| **7.0 “Rogue Blades”** | Alpha   * Alpha version ready for play testing |
| **List of features to add if there is enough time** | Bosses   * Bosses with specific attack and movement patterns * These bosses should be placed in the final rooms of each level |