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| **Release Name** | **New incremental features of this release** |
| **Rogue Thumbtacks 1.0** | Basic moving and jumping with a goal to reach   * Platforms that move with the screen. * Platforms that move independently <- to be moved * Starting screen. |
| **Rogue Broken Glass**  **2.0** | Multiple screens to move between   * + Platforms on each screen   + Different borders |
| **Rogue Butter knives**  **3.0** | 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 |
| **Rogue Razor Blades**  **4.0** | Attacking   * Hero dealing damage * Weapons   + Swords with different lengths & slice speeds |
| **Rogue Kitchen Knives**  **5.0** | Generation   * Generating sprites & stages   + “Stages” stitched together with specific (already defined) platform combinations   Integrate random enemy generation depending on room type |
| **Rogue Butterfly Knives**  **6.0** | Levels   * Progressing to next levels * Levels that are pre-made * Levels with aesthetic themes |
| **Rogue Blades**  **7.0** | 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 |