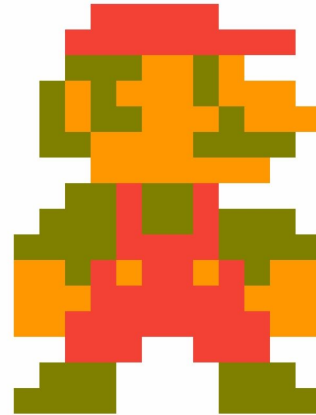

Team Akatsuki

By: Aron Chen
Ethan Chomoa
Caleb Poe



What are we creating?

- 2-D Side Scroller - Unity
- Naruto theme
- Enemies
- Challenging levels



How far are we?

- Player controlled sprite
- Level for demo
- Ability to die/ take damage



What's remaining?

- Enemies
- 2 levels
- Objective (location)
- Main menu
- Player score system

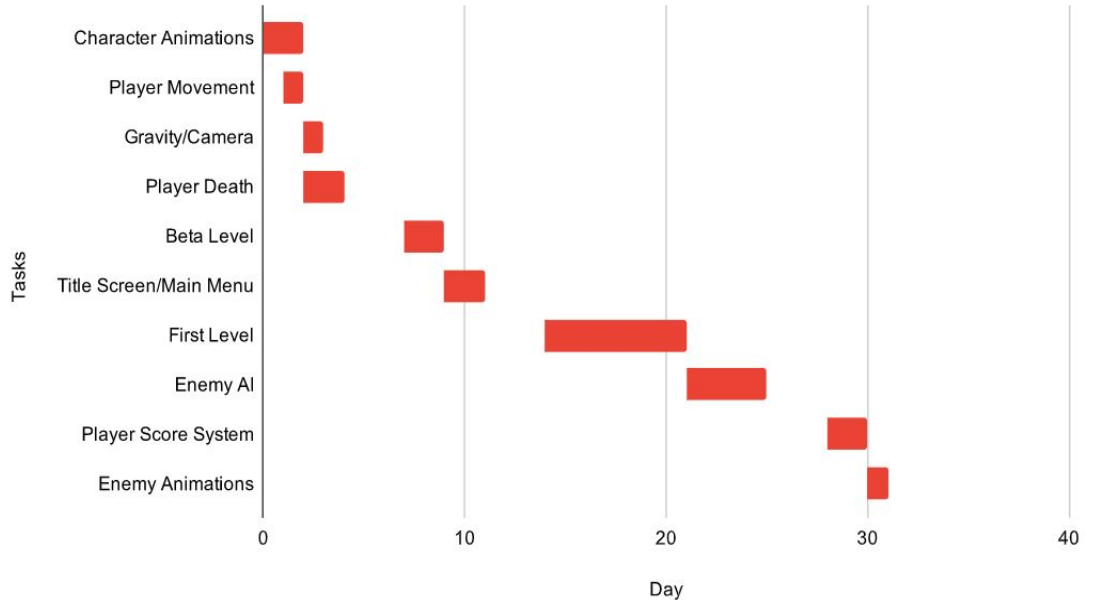


Timeline

Tasks	Start Date	End Date
Character Animations	10/19/2020	10/21/2020
Player Movement	10/20/2020	10/21/2020
Gravity/Camera	10/21/2020	10/22/2020
Player Death	10/21/2020	10/23/2020
Beta Level	10/26/2020	10/28/2020
Title Screen/Main Menu	10/28/2020	10/30/2020
First Level	11/2/2020	11/9/2020
Enemy AI	11/9/2020	11/13/2020
Player Score System	11/16/2020	11/18/2020
Enemy Animations	11/18/2020	11/19/2020

Tasks	Start on Day	Duration
Character Animations	0	2
Player Movement	1	1
Gravity/Camera	2	1
Player Death	2	2
Beta Level	7	2
Title Screen/Main Menu	9	2
First Level	14	7
Enemy AI	21	4
Player Score System	28	2
Enemy Animations	30	1

Gantt Chart



Use Case

Requirements:

- Level choice
- Starting game
- Exiting application

