**Week of October 4**

Skeletal Game

Render all entities as rectangles

Very basic tutorial-style level

Players will be able to move and fire a bomb

**Week of October 11**

Add movement to enemies

Add scoring system

**Week of October 18 - Minimal Playability**

++ Improve controls

Fully-rendered player and enemies

One fully completed level

**Week of October 25**

Render background and scene

Add some kind of background music

**Week of November 1**

-- Add treasure system for bonuses

Allow enemies to fire projectiles

**Week of November 8 - Playability**

More levels and enemy types

-- Power-ups

++ Add SoundFX to actions

++ Some advanced features such as water current and bombs exploding

**Week of November 15**

Add physics

++ Add treasure system for bonuses

**Week of November 22**

Improve enemy AI
Work on advanced features
++ Power-ups

**Week of November 29 - Final Game**
Even more levels
Addition of advanced features