Sprint 1: Creating the Map

1. Platform Spacing
   1. Make everything intentional. If you want, get a little creative. This requires little to no coding.
2. Terraforming Around the Map
   1. This will be an area that the player can’t access. For the first level, you don’t have to be super detailed. Maybe just some hills with the grass texture and a bush and a few trees.
3. Add Furniture to the First Level
   1. Try your best to make furniture that would look nice in a house such as picture frames, couch, chairs, table, entertainment center, etc.
4. BE CREATIVE
   1. Make the player platform on things like furniture or lamps. I really don’t care what you do, just make sure it’s entertaining.
5. Find Other Things to Do
   1. If someone needs help or is a little behind, lighten their load a bit.