Planning

**21 january 2019**

* Make a concept.
* Make a Repository.
* Adding Models from asset store.

**22 January 2019**

* Finishing Player movement (walking, running, one time jump, double jump).
* Make player punch and shoot.
* Make player health & death.
* Add Player Animations
* Make a smooth camera system

**23 January 2019**

* Create 3 Levels.
* Add Obstacle animations.
* Make a Boss Battle area.
* Make Enemy Movement, Health & Death.
* Add Enemy animations.

**24 january 2019**

* Boss Health(healthbar) & death.
* Make a Timer.
* Add Power ups.
* Add Collectibles.

**25 January 2019**

* Add Main Menu.
* Add In game pause menu.
* Add In game HUD.

**28 January 2019**

* Make a test plan.
* Make a test form.
* Make Boss punch or shoot.
* Make Boss movement.
* Add Sounds.
* Add Boss animations

**29 January 2019**

* Testing.
* Processing the feedback.

**30 January 2019**

* Evaluation.
* Extra time to work on optimizing the game.
* Extra time working on processing feedback.

**31 january 2019**

* Adding optional objects, items, animations, sounds, enemies, levels, bosses.
* Extra time working on processing feedback.

**1 February 2019**

* Finishing prototype.