* List key tasks (e.g., coding, art, testing) and milestones.

Key Milestones:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Get Score, Money, Health | Get Sound, creepy music | Add Graphics | Characters moves in Maze | Defeat Obstacles | Loose to Obstacles |

|  |  |  |
| --- | --- | --- |
| CREATE | CODE | TESTING |
| * Art for Start-screen * End-screen, * Character * Maze * Obstacles | * Character jump * move AWSD, * character stays in maze   (boundaries)   * obstacle collision * score, health, money * when game over happens * Sound, music and collison | * Test to make sure everything works as we go |

|  |  |  |  |
| --- | --- | --- | --- |
| Adeline | 1.Add Sound  2.Finish Code  3.Graphic for character  4. Score, health, money | 1.November 1st  2.December 10th  3.November 3rd  4.December 10th | Testing Before December 11th |
| Bailey | 1.Finish Code  2.Graphics for coins and obstacles  3. Code for Game Over (lost to obstacle)  4. Obstacle and coin collision | 1.December 10th  2.November 3rd  3.December 10th  4.December 10th | Testing Before December 11th |
| Kirubashini | 1.Finish Code  2.Graphic for Screens  3. Character stays in maze  (boundaries) | 1.December 10th  2.November 3rd  3.December 10th | Testing Before December 11th |

Finish December 20th.

TASKS: Designing screens, Coding,