* I am creating this game alone, so I have done every part of the project. Some of which include:
  + Gathering assets, images, sounds, etc.
  + Putting (coding) the game together and adding functionality.
  + Editing assets in Photoshop and Illustrator
    - Custom tile sheets
    - Dinosaur animations
    - Editing backgrounds
* **Old Timeline:**

-Have all my assets placed within the game and animated. (player, meteors, coins, dinosaurs, etc.) -- by the end of October

-Have all my game mechanics work. (things can be collected, meteors can be thrown at dinosaurs, dinosaurs cause damage to players, etc.) – by mid-November

-Have all my music and sound effects added and have a certain amount of coins collected increase the player’s health-- by the Final due date: mid-December

-Add different levels to load after players have completed the first, main level – time permitted – by the Final due date: mid-December

* + My **new timeline** is pretty much the same. It is almost the end of November and I’m right on track; I’ve got all my assets placed within my game and all my game mechanics work as far as dinosaurs causing damage, coins being collected, etc. I’m now gathering my music and sound effects to add, I’ll add the increase in the player’s health when a certain number of coins are collected, and I do have a few different levels almost completely mapped out.
    - I am also using this project for another class of mine since it went so well with it, so my biggest change is that I will for sure have three different levels. The first is meant to be an early level for a game to teach the player how the game works, the second level will be more of a mid-game level with a little bit more of a challenge, and then the third will be a more end-game level requiring more skill that the player will have theoretically learned throughout all the levels. I have placed my background, platforms, enemies, and collectibles in specific places instead of having them appear randomly, it allowed me more control to how I want my levels to be designed.
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* The goals of each level of my game will be for the player to collect coins and meteors as they advance through each level. They will want to use the meteors to help defeat the enemy dinosaurs that are in their way, and then they will reach the green flag to continue on to the next level. The players will know that these are the goals of the game because the first level is all about teaching them these things. They’ll learn that the arrow buttons move the player, that the space button is used to jump, that collectibles (coins and meteors) are collected when players run into them, they’ll learn that dinosaurs cause damage, and they’ll learn that the tab button is used to throw meteors at dinosaurs.
* There are a couple things that provide players with constant feedback. There is a health indicator in the top left that will decrease with contact with enemies/dinosaurs, as well as a points indicator in the top right that increases as the player collides/collects coins, and there is a meteor image indicator in the bottom left corner to show how many meteors the player has collected and can use to throw.
* I’m hoping that players will be able to become so absorbed and submersed into the game and have fun with it and the whole idea/story behind it, that it will naturally help them become less self-absorbed in the way that every piece of their attention is submersed into the game.