**Crispy** **Crawl**

**planned timeline**

Jan 12 – Form groups

Jan 15 – Organize source control

Jan 29 – High concept document

Jan 31 – Software mapping minus menu and over-world map

Feb 5 – Monster movement and lighting

Feb 7 – Menu and sound

Feb 17 – Prototype game engine

Feb 21 – player-assigned controls

Feb 28 – non-boss monsters in game

Mar 7 – overworld start

Mar 14 – alpha killable monsters, sfx, items, inventory, etc

Mar 21 – dialogue and basic cutscene scripting

Mar 28 story integration, gui finished, overworld complete

Apr 5 balancing finished

Apr 10 cutscenes finished

Apr 12 story in-game finished

Apr 19 Beta

May 9 release