Sprint	Theme/Key Features
Week 1	Player Controller • Wall Jump • Slopes • Air controls • Camera sensitivity
Week 2	Interactables • Moving Platforms • Switches (with camera casing) • Enemies • Bounce Platform
Week 3	First level • Sketch first level (platforming basics) • Whitebox level • Audio pass • Lighting pass • Playtest whiteboxed level
Week 4	First level • Iterate on playtesting • Implement art assets • Final lighting pass
Week 5	Middle level • Sketch middle level (bounce platform focus) • Whitebox level • Audio pass • Lighting pass • Playtest whiteboxed level
Week 6	Middle level • Iterate on playtesting • Implement art assets • Final lighting pass
Week 7	Last level • Sketch final level (moving platform focus) • Whitebox level • Audio pass • Lighting pass • Playtest whiteboxed level
Week 8	Last level • Iterate on playtesting • Implement art assets • Final lighting pass
Week 9	Menus • Level select • Main menu • Pause menu
Week 10	Polish and Bugfixing • Particles • Audio • Animations • Shaders?