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| 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? |