My idea

Use this to summarize your idea, plan it using sketches, notes and pseudocode as needed

| -Just shapes and beats style bullet hell  -some enemies/projectiles will follow a set path, others will be randomized  -game over from colliding with a projectile  -timer to show the player how long they have survived (maybe a win screen after a certain amount of time) |
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Where will the inventory skills be demonstrated? List every one to be sure you’ve included them.

| 1, 2, 3 - background visuals  4 and 5 - self explanatory  6, 7, 14 - player controls  8, 10, 13 - timer  9, 12, 21 - game states  16 - additional visuals  20 - player visuals  28, 29, 30, 33, 34, 35, 36, 38, 39, 40, 41, 43 - enemies  11, 15, 17, 18, 23, 24 - TBD  19, 22, 25, 26, 27, 31, 32, 37, 42 - questions | | | |
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| **Milestone 1** | **Milestone 2** | **Milestone 3** | **Milestone 4** |
| What will I deliver?  Basic code setup and start/win/gameover game states, and reset function.  Questions if I am ahead of schedule. | Player controls, player and background visuals, and timer.  Questions if I am ahead of schedule. | Enemy class containing movement and visuals. | Additional visuals and overall game polish.  All finished questions. |
| Which inventory skills will this demonstrate? List them. |  |  |  |
| 1 | 7 | 28 | 16 |
| 2 | 6 | 29 | (any previously unfinished questions) |
| 3 | 20 | 30 | 11 |
| 4 | 8 | 33 | 15 |
| 5 | 10 | 34 | 17 |
| 9 | 13 | 35 | 18 |
| 12 | (27) | 36 | 23 |
| (21) | (31) | 38 | 24 |
| (19) | (32) | 39 |  |
| (22) | (37) | 40 |  |
| (25) | (42) | 41 |  |
| (26) | 14 | 43 |  |
| You should deliver approx. 10 skills at this milestone | You should deliver approx. 10 skills at this milestone | **You must deliver 30 inventory skills by this milestone.** |  |