

TASK	September 2025 - December 2025				
	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5
Learning and Setup					
Learn Lua Language					
Learn LOVE2D Framework					
Development Environment Setup					
Project Planning and Documentation					
Foundation and Basic Features					
Basic Webpage					
Database Setup					
UML and Use Case Diagram					
Project Mockup					
Basic Gameplay Development					
Midterm Presentation Preparation					
Core Gameplay and Logic					
User Login System					
Math Equation Logic and Functionality					
Shooting and Collision Mechanics					
First Difficulty Level					
Game Assets and Visuals					
Scores and Lives System					
Functioning Game and Hosting					
Time Tracking System					
Leaderboard Implementation					
Pause Functionality					
Website Hosting of Game					
Additional Difficulty Sequence					
Polish, Testing, and Deployment					
Game Play Testing					
Bug Fixes					
Accessibility Feature Development					
Additional Feature Development					
Security and Deployment					
Final Review and Documentation					