

## **Milestone 4 – Proposed Development**

### **Final Game**

**Week 1 (Mar 20):** Complete all level and puzzle implementation and add all necessary instruction and transition pages for all levels.

**Week 2 (Mar 27):** Make improvements based on feedback, and test remote playing stability.

**Week 3 (Apr 3):** Final testing, check and fix bugs

- Implemented AI enemy as an advanced feature
- Completed and implemented all levels and puzzle elements
- Added text in the level that gives explanations and hints
- Added automatic progress saving
- Added menu that allows you to play any level that has been unlocked
- Added fade effect and sound for completing a level and restarting a level
- Changed the switch tile texture to improve clarity on what tile will move (this improvement was based on feedback)
- Remote play works excellently
- Play tested and fixed many bugs