**Milestone 3 – Proposed Development**

**Playabie**

**Week 1 (Feb 6):** Test viability of isometric cube → design a test cube, and attempt to rotate it. If there is time, attempt to add tiles. If this does not work, we will build the game purely from a 2D perspective. Have a visualization/rough structure for the next puzzle levels.

**Week 2 (Feb 13):** Implement the next couple levels of the game and add the different types of puzzles. Adding some instruction for the beginner to get familiar with the gameplay.

**Week 3 (Feb 20):** Adding the setting pages for the new users. Complete the isometric and level implementation and then test stability. Thoroughly test for bugs.

* Isometric 3D cube implemented
* Level 0 – 4 with tutorial and texts that assists the player.
* Level 5 – 8 are sketched out.
* Setting pages not implemented yet but tested by more than 5 users.

**Milestone 3 (Week 4):** Finish implementing levels with their intended mechanics, such as:

* burning bushes
* directional tiles
* moveable tiles
* Full lighting in 3D environment
* Fire animation