Sep. 5

* First 101 presentation
* Sprint report

Oct. 17

* Controls finalized and implemented
* Art style and program finalized
* Testing
* Finished Camera
* Plot Doc
* Structured first level
* Working enemy AI
* Character Sprites
* Basic level art
* Basic UI
* Basic Menu
* Basic Overworld

Nov. 9-11

* Nanocon Presentation
* 1 mostly playable level
* Tools implemented
* Testing
* Level Art Finalized
* Functional UI
* Complete Menu

Dec. 12

* 1 Complete level
* 2 Structured levels for next semester
* Testing
* Road map for next semester

Jan. 7

* Classes Begin
* Live

March 2nd.

* Tiles finished up for each stage
* Background assets finished and implemented for the first 2 stages
* Level 2 mostly complete
* Player animations completed
* Boss animations for first and 2nd stage
* Boss plan for first 2 levels plus tutorial.

All Fools day

* Nice build
* 2 full levels plus tutorial
* 3rd level outline
* Boss plan for each stage in detail

April 26

* Last day
* 3 levels and a tutorial