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