Xintong:

Milestones

1. Create dynamic clouds / content March 24,2015

- finished

1. Removing clouds when you fall March 24,2015

- finished

1. Different Controlling Mechanisms March 31,2015
2. Changing the difficulty level
   1. **Making the clouds smaller as you go higher**
   2. **Changing the stars**
3. Powerups April 7,2015
4. Playstesting & Bugfixing April 14,2015
5. Polishing the art April 21,2015
6. Tutorial April 28,2015
7. Social – Virality May