Planning

Game name: Molazo (temporary name)

Made by: Henk Gevers

**Monday 21-1-19**

* Make a planning
* Get a git hub setup
* Make a concept

**Tuesday 22-1-19**

* Player movement
* Camera
* Jump and double jump

**Wednesday 23-1-19**

* Level design
* Blockades (static and animated)
* Make level 1

**Thursday 24-1-19**

* Attacking(punching and shooting)
* Make level 2
* Powerups

**Friday 25-1-19**

* Health
* Main menu

**Monday 28-1-19**

* GUI
* In game menu
* Collectibles
* Spawn/respawnen

**Tuesday 29-1-19**

* Timer
* Make level 3
* boss
* Finish prototype
* Make a build
* Test plan
* Test form

**Wednesday 30-1-19**

* Testing
* Process feedback

**Thursday 31-1-19**

* Talk to Rene about the feedback from the test
* Apply feedback to the game
* Test game with a new build
* Evaluation form
* Self-reflection
* Check exams for forgotten stuff

**Friday 1-2-19**

* Finish last documents/ code if needed