SCHEDULE

Checkpoint 1
- Basic movement Mechanics (Rolling, Jumping) - M
- Simple level to allow for testing movement mechanics - M
- Starting and ending locations - M
- Collectible items which lock ending until collected - S

Checkpoint 2
- More complex levels with inclines and jumps - M
- Basic Obstacles Mechanic (Moving inclines/boxes) - M
- Powerups - C

Final
- Graphical and Textural additions - M
- Diversify levels and obstacles - M
- Have at least three playable levels - M
- Sound Effects and Music - S