

## Timeline Planning

### Milestone 1

Low-Fidelity User Interface Design  
Assumptions  
User Stories  
Timeline Planning  
UML Diagram

### Milestone 2

Standard Game Features  
Goals  
Buildings  
Cards  
Enemies  
Items  
Protective Gear  
Shopping at Hero's Castle  
Weapons  
Testing  
UML  
Frontend

### Milestone 3

Bosses  
Confusion Mode  
ATO  
UML  
Item Durability  
Music  
Sound Effects  
Update Timeline  
Create Issues  
Sprite Animations  
Testing  
Update Game Aesthetics

