

The plan is to make Sonic & Tails flying down and land on the emerald to steal the emerald, Land too fast on the emerald or somewhere else and Sonic & Tails would get caught and you lose the game.

I didn't realise we had to make a plan until the 17th of november so this is how my plan looks like for the remaining days left.

**Pre-planning work:** On 15th of november I had created the 3 game states the game needed, startScreen, gameScreen, and endScreen. Afterwards I hadn't gotten any more progress into my game and started working on the game again on the 17th of november.

### **Planning**

**November 17:** Add the necessary/important parts into the game. Basically add "the skeleton" of the game before anything else, so the character that will be moving around and the platform which the character will be landing on.

**November 18:** Program the character to be able to move around and create the hitbox of the emerald so when the character lands on the emerald, the state of the game changes.

**November 19:** Program gravity and velocity so the character isn't just floating in the air and actually has to carefully land on the emerald to not get caught.

**November 20:** Double check the code so that everything works, fix issues if there are any or ask for help if unable to, send in once everything is done or the deadline is about to be over.