

Timeline	
11/7 to 11/11: UML, learn basics about SML	
11/12 to 11/18: Get Sprite Sheets made and loaded	
11/19 to 11/25: Get Input handling and sprite sheet movement	
11/26 to 12/2: Basic Physics and Collision of ground with character (detect ground)	
12/3 to 12/6: You aren't here	
12/7 to 12/9: Collision and Jumping(Gravity/ Wind)	
12/9 to 12/12: Atmospheric Physics(Wind?), write-up	
AABB Collision Detection	
Sound: ogg files?	
SFML lib	
GIMP for background	
Piskel for sprite design	

