**S**pecific - what outcome would you like? What would you like to accomplish?

The outcome I would like to achieve for my project is a working fighting game prototype. This means that at least the established ‘Player 1 Character’ moves using keyboard controls and the game has a functional health bar system.  
  
**M**easurable - how do you know whether you have reached it?

I will know that I have reached this specific goal if I can move one of the characters; if the character can perform basic actions such as punching, kicking, and blocking; and the health bars decreased on proper hits.  
  
**A**ttainable - Do you have the skills required to meet this goal, if not - do you have the motivation and resources to achieve them? Is the effort required on par with the goal? (Note: Of course, in this class, your main goal for your project may be learning a set of skills that otherwise you would not have the self-structure/space to do so)

After working in Unity for several weeks I have discovered I do not have the C# skills to meet this goal on my own, however I do have the motivation to find resources and tutorials to help me learn. I feel that the effort required is on par with my goal.  
  
**R**elevant - how relevant is this goal or task to your overarching goals? how is it aligned with the overall objective?

This goal is very much in line with reaching the overall objective as it is necessary to build on to make a fighting game with unique characters since every character needs to be able to move, perform basic actions, and the game needs to recognize that it is over when the health bars are depleted.  
  
**T**imed - when will you reach the goal? Is it realistic?

Hopefully I will reach the goal in early to mid April as I’ve had a number of outside complications that have postponed coding such as internet issues and software issues with Unity.

Timeline:

Week of March 9 & 11: Recover from Unity loss and re-code game objects.

Week of March 16 & 18: Use new game objects to apply movement script.

Week of March 23 & 25: Code for basic actions such as punching, kicking, blocking, and jumping. Find/create animations for models.

Week of March 30 & April 1: Implement basic health bar system.

Week of April 6 & April 8: Fine tune health bars to end the game when health bar reaches 0. (MVP reached).

Week of April 13 & April 15: Implement Player 2 unique movement.

Week of April 20 & April 22: Final presentation. Do fine tuning and polish anything for the showcase.

Week of April 27 & April 29: Showcase.