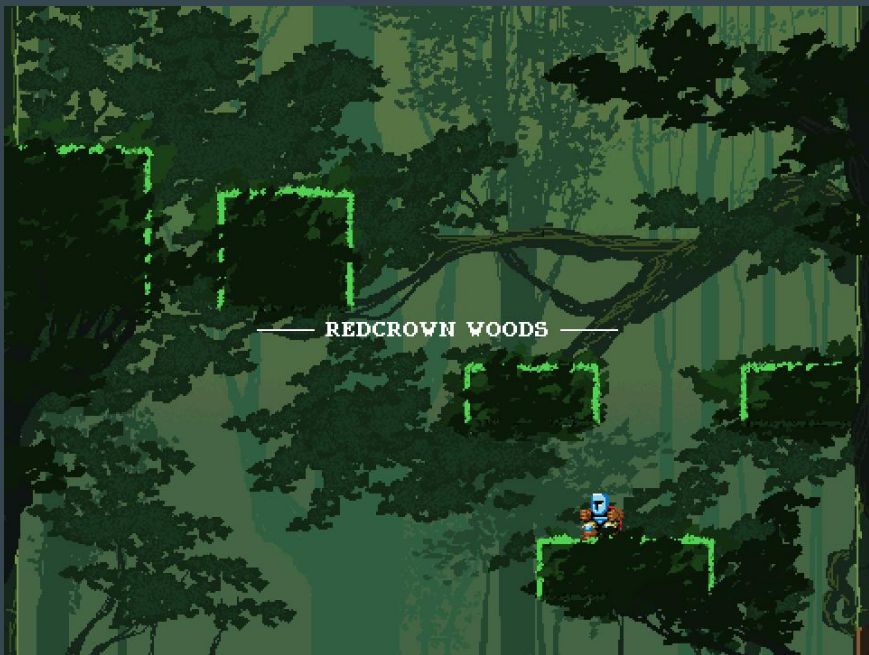


JUMPERS



Brayden, Chase, Matt

Inspiration



Unity Project

- Traverse along the level
- Collect power ups along the way
- Difficult/frustrating yet fun and addicting
- Enemies and obstacles along the way

Visual Themes / Level Design



Visual Themes / Level Design



Player Character / Animations



Jumpers Timeline

Task Name	Oct 3							Oct 10							Oct 17							Oct 24						
	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
For help with Gantt Charts in Smartsheet, click to check out the help article.																												
Section 1 - project planning	<div></div>																					Section 1 - project planning						
Specification requirements	<div></div>																					Specification requirements						
Unity project integration	<div></div>																					Unity project integration						
Section 2 - development	<div></div>																											
Sprite mapping	<div></div>																					Sprite mapping						
Level creation	<div></div>																					Level creation						
Inventory	<div></div>																					Inventory						
Movement	<div></div>																					Movement						
Sound	<div></div>																					Sound						
Powerups	<div></div>																					Powerups						
Menus	<div></div>																					Menus						
Skill Tree	<div></div>																					Skill Tree						
Game saving	<div></div>																					Game saving						
Section 3 - testing and validation																												
Testing																												
Beta testing																												

Timeline cont.

