

## Development Schedule

### Sprint 1 – Core Movement & First Items (Week 5)

- **Goal:** Have a controllable character + placeholder items.
  - Deliverables:
    - Player sprite prototype + basic walking/jumping.
    - Collectible item placeholders (incense, fireworks, rope, etc.).
    - First playable build: move & pick up test items.
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### Sprint 2 – Core Systems Prototype (Week 6)

- **Goal:** Establish the backbone systems.
  - Deliverables:
    - Background + NPC concept art.
    - Dialogue UI wireframe.
    - Game Manager (basic scene control).
    - Inventory System prototype.
    - Dialogue System prototype (simple linear).
    - Playable build: walk, collect an item, talk to NPC.
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### Sprint 3 – Expand Narrative & Inventory (Week 7)

- **Goal:** Create story structure.
- Deliverables:

- Additional backgrounds + refined NPC art.
  - Dialogue System expanded (branching).
  - Game Manager + Inventory integration.
  - Playable build: player can hold items and trigger NPC dialogue.
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#### **Sprint 4 – First Story Scene Working (Week 8)**

- **Goal:** Tie story, items, and UI together.
  - Deliverables:
    - Dialogue UI assets.
    - Inventory System stable.
    - Dialogue linked to story scenes.
    - Playable build: one full story scene complete.
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#### **Sprint 5 – Scene Transition & Puzzle Prototype (Week 9–10)**

- **Goal:** Add puzzles & progression.
- Deliverables:
  - Finalize Dialogue UI.
  - Enemy & NPC art.
  - Puzzle Subsystem prototype (first puzzle working).
  - Scene transitions (inventory + dialogue drive story forward).
  - Playable build: player can complete a small puzzle with items.

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### **Sprint 6 – Menus & World Flow (Week 11)**

- **Goal:** Add game structure.
- Deliverables:
  - Start screen UI.
  - Island Selection UI (gateway).
  - Refine Game Manager for menu navigation.
  - Playable build: start → select island → enter first scene.

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### **Sprint 7 – Debugging & Polishing (Week 12–13)**

- **Goal:** Stability & polish.
- Deliverables:
  - Final UI polish.
  - Debugging gameplay systems.
  - Integration testing (inventory + dialogue + puzzle).
  - Art refinements (sprites, backgrounds).
  - Playable build: full island start to finish.

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### **Sprint 8 – Final Integration & Demo Prep (Week 14)**

- **Goal:** Deliver finished island demo.
- Deliverables:
  - Debugging & polish pass.

- Integrated art + systems.
- Final build for presentation.