**Apogee Schedule:**

Start Date: 2/1/2016

Projected End Date: 3/31/2016

**Week One [2/1 – 2/5]:**

* ~~Spec out game at a high level~~
* Design the first level (One Small Step)
* Design SA-216 (Going to need assets including him with/without legs)
* See if Rach can create Nova (May have to do this weekend – Sat morning?)
* Begin work on basic platforming mechanics
  + ~~Jump~~
  + ~~Platform/player interaction~~
  + Nova follow
  + Death mechanic (Nova catching SA before he falls)
  + Level start/completion?
    - Could be open world that you can’t progress in until next piece of suit is unlocked
    - Near Earth – Need to double jump to platform that raises you to sub space
    - Sub-Space – Need to grapple to platform that brings you to space
    - Space – Large rock blocking your path that you’ll need to laser
    - Near Moon – Final ascent, just need to beat are
* Outline capabilities of different mechanics