Week 1

**Programming**

* Get character sprites and backgrounds created and finish relevant Unity tutorials

4 Hours (All Programmers)

**Art**

* Concept Art for Main Character and Backgrounds
* Design Playable background sprite (4 Hours Kai)

Week 2

**Programming**

* Implement basic Main Character movement (3 Hours Andy)
* Implement basic Enemies movement (3 Hours Nolan)
* Implement simple HUD - Health/Score (2 Hours Sebastian)

**Art**

* Concept Art for Enemy 1 and Walk Sequence (4 Hours Kai)
* Design 2 types of crates (1 Hour Sebastian)

Week 3

**Programming**

* Implement basic Main Character attack and health (3 Hours Andy)
* Implement basic Enemies attack and health (3 Hours Nolan)
* Implement Start Game Scene (3 Hours Sebastian)

**Art**

* Concept Art for Enemy 2 and Walk Sequence (4 Hours Kai)

Week 4

**Programming**

* Implement basic Main Character interaction with Enemies (3 Hours Nolan/Andy)
* Implement End Game Scene (2 Hours Sebastian)

**Art**

* Start Main Character 3D Modeling (4 Hours Kai)
* Design fonts for game buttons (1 Hour Sebastian)