feel free to add to this or correct me :)

before this evening is over have the game “playable” in unity

-programmer art

-physics for player

-physics for bars

-bars can be shown/removed depending on some value

-collecting a light changes this value

-basic UI

total art needed:

-idle/walk/jump/fall for player sprite

-at least one hi-res background (dark, city)

-bars

-lights for the player to collect (particle?)

-title screen

-win screen

-credits?

sunday:

-have a name for the game (ahhh names are hard .\_\_ . )

-tutorial + 3 real levels

-final art implemented

-some kind of music in the background (free music archive, etc.)

-exported

-60-second video

-uploaded to GGJ website

stretch goals:

-glowing player

-more backgrounds

-sound effects

-more levels

-level select screen?

programming:

-backgrounds

-linking stages with doors

-title screen/level select screen

-player changes color

-background music for title/level and actual game

Sound:

Pick\_up\_colors --- http://www.freesound.org/people/schademans/sounds/13286/