Milestone Planning

Milestone 1: Art corner and gameplay prototype with basic design documentation

* Pretty art corner to finalize art style decisions
* Basic gameplay prototype (MVP) to show what’s fun in the game
* Grey-box design of the demonstration level for Toy Fair
* Design and execute game pitch to investors (instructors)

Milestone 2: Improved art corner and finalized gameplay with improved design documentation and basic plan for next semester

* Finish the pretty art corner, add VFX and demonstrate how the player will interact with the area (Does not need to function with player inside)
* Complete gameplay prototype with all extras demonstrated (Pick-ups, cannon, gong, etc.)
* Finalize the demonstration level for Toy Fair
* Bring the game to the Toy Fair

Milestone 3: Finalized art corner, full level prototype, finalized plan for next semester

* Add remaining VFX and additions to the pretty art corner
* Iterate the demonstration level
* Finalize design planning