	Gameplay Systems	UI / UX/ Art	Sound	
Milestone 1: Core Systems & Gameplay Loop	Implement core player interaction (pickup, drop, serve)	Hotdog cart background art	Cooking SFX (grill sizzle, bun toast)	
	Toasting and grilling systems with timers	Player and customer sprites	Customer reaction SFX (approval/disapproval)	Deliverable: Fully playable prototype — 1 food type, 1 customer, basic loop functional.
	Basic order queue and timer logic	Bun, sausage, and ketchup/mustard sprites	Background street ambiance loop	
	Money and score tracking	UI for orders, timer, and cash counter		
	Single "Day" system (start → serve → end)	Simple "Day Complete" screen		
Milestone 2: Progression & Upgrades	Add upgrade system for toppings (unlock + purchase flow)	Upgrade shop screen and icons for toppings	SFX for topping additions (splat, squeeze)	
	Expand order system (different toppings requests)	New topping art: relish, mayo, hot sauce, BBQ, etc.	New music track for "busy day" mode	Deliverable: Complete hotdog shop progression — unlockable toppings, multiple customers, and upgrades.
	Adjust difficulty scaling by day (more customers)	Customer variants (different outfits/colors)	Upgrade purchase jingle	
	Introduce simple save system for progress	Visual feedback for success/failure		
Milestone 3: Polish & Phase 1 Finale	Add tutorial or Day 1 guidance system	Polish cart scene (animated elements: smoke, city background)	Menu select/click sounds	
	Fine-tune difficulty and reward balancing	Updated UI elements for polish (menu transitions, button effects)	Polished background loop	Deliverable: Polished Hotdog Cart gameplay. Player can now purchase the Food Truck.
	Integrate "Buy Food Truck" option when conditions met	Purchase confirmation pop-up for Food Truck	Celebration jingle for unlocking Food Truck	

PHASE 1 — Hotdog Cart (Core Game Loop + MVP)

Sprints