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| Date | Portion | Coding | Composition | Done |
| September 25 | Talking Mode | -Talking mode functional  -Music manager functional | -Begin environmental music | Yes |
| October 2 | Mechanics  Low level Fight Mode | -Clean up Talking Mode  -Begin low level transitions to fight mode  -Fix movement in player | -Fight music for low level enemies / civilians | Yes |
| October 9 | Fight Mode  Mechanics | -Enemy section in specific civilians functional  -Transitions cleanly to fight mode | -Fight music for low level enemies / civilians | Yes |
| October 16 | Mechanics  Camera | -Begin camera transitions for walk, talk, and fighting modes  -Finish walking mechanics in player  -Begin implementing lock-on / dodging | -Good portion of environmental music complete |  |
| October 23 | Attacks | -Begin implementing attacks for low level enemies  -Finish up lock-on |  |  |
| October 30 | High level Attacks | -Finish implementing attacks for low level enemies  -Begin implementing first boss fight |  |  |
| November 6 | Scene Work | -Begin connecting village, transition, and boss scenes |  |  |
| November 13 | Music Manager | -Begin Music Manager |  | Yes |
| November 20 | Music Manager | -Good portion of Music Manager complete |  | Yes |
| November 27 | Music Manager | -Music Manager complete or nearly complete |  | Yes |
| December 4 |  |  |  |  |
| December 11 | Music Manager | -Music Manger complete |  | yes |
| December 18 | Prototype Complete | Basic mechanics and music manager complete | Compositions for Spider Scenes complete |  |