<u>Week 3</u>
Meet over the weekend and follow tutorials on how to build the base for a 2-D platformer. Also setup GitHub repo to work with Unity.

<u>Week 4</u>
Start development of the game. Transform user stories to tasks and accomplish those tasks.

<u>Week 5</u>
Continue development of game. Complete level generation.

<u>Week 6</u>
Continue development of game. Graphics and menus should be done.

<u>Week 7</u>
Continue development of game. Add smooth platforming and other functions like weapons and new characters.

<u>Week 8</u>
Continue development of game. Test thoroughly. Add sounds for weapon usage, jumping, dieing. Add Pause Menu. Start adding graphics. Create different types of enemies, have enemies collide with player.

<u>Week 9</u>
Continue development of game. Iron out bugs. Graphics should be finished. Enemy AI should be done.

<u>Week 10</u>
Finish the game. Final product.