Schedule

Milestones

1.) Clean up game framework:
- Advance collision detection.
- Game level timer.
- Various stories screens.
- Lighting.
- Loading and saving game.
- Loading screen.

2.) Improvement visual/design:
- Animate character movement.
- Animate monster movement.
- Gem functionality.
- Game level timer animation.
- Enhance graphics and model.

3.) Alpha version release, complete all game features (Sounds and special effects), A.I. path finding and create multiple monsters in game level.

4.) Game expansion:
- Adding power ups
- Adding traps.
- Adding monsters.
- Adding 2 more levels and storyline.
- Map design.
- Path finding.

5.) Debugging and clean up:
- Integration.
- Clean up bugs
- Debugging.
- Optimizations.
- Installer file.
- Submit game magazine article

6.) Beta version release, complete all game features (Sounds and special effects), A.I. path-finding and create multiple monsters in game level.