

Michael's Milestones

1. Setup environment
2. Help Isak on the Design document
3. System/class basics
4. Character movement
5. Test level
6. Enemy movement
7. Objects, abilities, HUD
8. Beta
9. Release
10. Documentation

Daniel's Milestones

1. Setup environment
2. System/class basics
3. Character movement
4. Test level
5. Enemy movement
6. Objects, abilities, HUD
7. Beta
8. Release
9. Documentation

Isak's milestones

1. Write design document
2. Write the manual
3. Design sketches
4. Coverart for the CD
5. Rotoskopi the main character, guards, target
6. Timeplans for both
7. Beta (trailer)
8. Release
9. Documentation

