

Product Roadmap - App, Autotelic Games

Current	Near Term	Long Term
Determine engine	Determine art style	Design additional sprites and their interaction effects
Basic layout (controllers, main game screen)	Implement draft art assets for three characters	Develop level variations
Implement physics engine	Implement the three interaction effects	Create world map
Select three interaction effects (for destroying sprites)	Implement happy/surprised sprite reactions	Create store
	Add start, pause, game over screens	Add powerups
		Develop powerups and special characters