

This document was shared online with my team so that I could update them on what I needed from them and on upcoming deadlines, be them set by me or our project advisors. I also used this document to report to the advisors on what my team had been and would be working on.

I included myself in the schedule so that people could add tasks they needed me to do and so that they could hold me accountable for the work I was responsible for, as I did for them.

Team Production Schedule

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
11	12	13	14	15	16	17
18 All art due	19	20 Beta Due	21	22 Thanksgiving Break	23	24
25	26	27	28	29	30	1
2	3	4 Master Due				

Past Weeks

Lydia Programmer	Victoria Character Artist	James Background Artist	Chris Sound Engineer
Week 1 (8/22-8/24) Goals: - Brainstorming - Planning general details about the game			
-prepping documents -UI sketches for high concept doc	-high concept doc overview	-High Concept educational aspects part 1	-High Concept educational aspects part 2
Week 2 (8/25-8/31) Goals: Title game			

• Finalize all basic details and team roles • Set roles for finishing the pre production package 8/28 - Finalized details on game locations and mechanics 8/30 - High Concept Document due			
-tech demo	-high concept doc overview -plan/reference images for Tokyo	-plan/reference images for Mexico City	-plan/reference images for New Delhi
Week 3 (9/1-9/7)			
-tech demo -create list of all required programming elements	-create a list of all required character visual assets	-create a list of all required non-character visual assets	-create a list of all required sound assets
Week 4 (9/8-9/14)			
-tech demo -list of technical requirements of art	-create a list of all required character visual assets	-create a list of all required non-character visual assets	-create a list of all required sound assets
Week 5 (9/15-9/21) 9/18 - Game Mechanic Prototype 9/20 - finalized lists of all required assets (can allow for minor changes later if need be) 9/20 - blocked out buildings for programming 9/20 - Pre Production Package Due			
-start Alpha build -quiz mechanics -start of minigame mechanics	-plan player characters and NPCs -list items for the quiz from the country you researched	-Block out building sizes for programming (int and ext) -list items for the quiz from the country you researched	-list items for the quiz from the country you researched
Week 6 (9/22-9/28)			
-movement into buildings -talk to NPCs -quiz mechanics		-[Past Deadline] Block out building sizes for programming (int	-list items for the quiz from the country you researched

		and ext)	
Week 7 (9/29-10/5) 10/4-10/5 - Fall Break; No Class			
Week 8 (10/6-10/12)			
-movement into buildings			
Week 9 (10/13-10/19) 10/18 - All Essential Programming Done 10/18 - All art and sounds needed for Alpha in the appropriate folders			
-Adding assets to game files			
Week 10 (10/20-10/26) 10/26 - all sound needed for Alpha			
-suffering programming	-UI art	-backgrounds (prioritize main streets over interiors)	-finishing all necessary sounds -character dialogue
Week 11 (10/27-11/2) 10/28 - dialogue 10/27 - all art needed for Alpha 10/30 - Alpha Build Due			
-Bug fixes -last minute changes	-last minute art -QA and bug testing (upon request)	-last minute art -QA and bug testing (upon request)	-write character dialogue
Week 12 (11/3-11/9)			
-fix dialogue -Enter buildings -Building interior art planning	-character animations -NPC idle animations	-exterior buildings	-additional sounds -UI art
Week 13 (11/10-11/16)			
-building interior art -programming	-quiz drop icons	- exterior art (final call)	-UI art

Week 14 (11/17-11/23) 11/20 - Beta Build Due 11/21-11/23 - Thanksgiving Break; No Class			
-Implementing final features -bug fixes	-Last call for finalized character animations -Last call for any changed UI art	-Last call for finalized location art	-Last call for finalized sounds/music -Bug testing -bug testing for sounds
-fixing bugs	-bug testing	-Bug testing	-Bug testing
Week 15 (11/24-11/30)			
-fixing bugs	-bug testing	-Bug testing	-Bug testing
Week 16 (12/1-12/4) 12/4 - Master Build Due			