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|  | Week 1 | Week 2 | Week 3 | Week 4 |
| Level Blocking | Eden |  |  |  |
| Gameplay scripting | Eden | Henry |  |  |
| Game Win/Lose Condition |  | Ava | Ava |  |
| Integration Testing |  |  | Eden | Eden |
| User Acceptance Testing |  |  | Henry | Henry |
| Prototyping |  |  | Ava |  |
| Level Design |  | Ava | Ava |  |
| Game Debugging |  |  | Ava | Ava |