Soteria Production Plan

Week by Week (Beginning of week is Saturday)	Week 1- 1/31	Week 2- 2/7	Week 3- 2/14
Programming			
Gameplay			
Character Implementation			
Sound Design Implementation			
User Experience Design			
Usability Testing (Prototype)			
Usability Testing (Alpha)			
Usability Testing (Beta)			
Design and Story			
Story (concept)			
Asset List		Complete	
Gameplay Design (Concept)			Complete
Level Design			
Lighting/Level Polishing			
Sound Design			
Character Sounds			
Enviroment Sounds			
Music			
Art			
Character Art (concept)			
Enviroment Art (concept)			
Misc. Art (concept)			
Character (Model)			
Character (Rig)			
Character (Animations)			
O'malley			
O'malley (Rig)			
O'malley (animation)			
Shadow Creatures			
Shadow Creature (Rig)			
Shadow Creature (Animation)			
Enviroment Models			
Environment Texture			
Object Models (Dream cards, suit pieces etc)			
Shopkeeper interactions			
Toad interaction			
Title Card/Credits			
Bug Fixing			
Major Bugs			
Minor Bugs			

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Week 4- 2/21	Proof of Concept Week 5- 2/28	Week 6- 3/7	Mini Milestone Week 7- 3/14	Week 8- 3/21	Alpha Build Week 9- 3/28	Week 10- 4/4
					Complete	
					Placeholder	
					Complete	
	Complete					
				Placeholder		
				Placeholder		
				Placeholder		
Complete						
Complete						
Complete						
	Complete					
		Complete				
					Complete	
					Complete	
						Complete
			1 Complete		2 Complete	
					1 Complete	
						1 Complete
				Complete		

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Mini Milestone Week 11-4/11	Week 12- 4/18	Mini Milestone Week 13- 4/25	Week 14- 5/2	Mini Milestone Week 15- 5/9	IndieCade first Submission Week 16- 5/15	Mini Milestone Week 17- 5/23
					Complete	
					Complete	
					Complete	
		Complete				
					Complete	
				Complete		
				Complete		
				Complete		
		Complete				
Complete						
2 Complete		Complete				
		2 Complete			Complete	
	Complete					
		Complete				
					Complete	
					Complete	
					Complete	
					Complete	

Soteria Production Plan

Week 18- 5/30	Mini Milestone Week 19- 6/6	IndieCade Late Submission Week 20- 6/15	
		Complete	
		Complete	