# Phase 1: Planning & Setup (Days 1–3)

### Day 1: Vision & Roles

- Brainstorm story: why are you in the haunted mansion? what's the goal?
- Define scope: one mansion, 3–4 rooms, 1 win condition.
- Assign roles + pick tools (engine, version control, art style).
- Deliverable: 1-page design doc + Trello/Notion board.

### Day 2: Core Mechanics Brainstorm & Prototype

- List mechanics: movement, interaction, inventory, puzzle triggers.
- Start greyboxing mansion layout (simple shapes).
- Deliverable: walkable level blockout.

### Day 3: Basic Player Controls

- Implement player movement + camera.
- Add interaction system placeholder ("E" to interact).
- Deliverable: controllable player in test room.

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# Phase 2: Core Gameplay Systems (Days 4–7)

### Day 4: Environment & Layout

- Artist: mansion layout & room sketches.
- Programmer: collision, doors open/close.
- Writer: rough puzzle ideas and ghost events.
- Deliverable: rough mansion map playable.

### Day 5: Puzzle & Interaction System

- Implement simple puzzle logic (e.g., collect key to open door).
- Designer adds placeholder puzzle objects.
- Deliverable: one working puzzle.

### Day 6: Inventory & UI

- Simple inventory pop-up (slots or list).
- Add visual feedback for collecting/using items.
- Deliverable: player can pick up and use items.

### Day 7: Narrative Hooks

- Add simple text prompts / notes / ghost whispers.
- Plan final escape sequence.
- Deliverable: first narrative test.

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## Phase 3: Core Content & Art (Days 8–11)

### Day 8: Level Art Pass

- Replace greybox with basic textured rooms.
- Add furniture, lighting placeholders.
- Deliverable: mansion feels like a place.

### Day 9: Enemy or Scare System

- If combat: simple chase AI or hazard.
- If no combat: scripted scares / events.
- Deliverable: one working scare encounter.

### Day 10: Audio Integration

- Add ambient sound, footsteps, door creaks.
- Temporary background track.
- Deliverable: spooky audio atmosphere.

### Day 11: UI Polish

- Start menu, pause menu, simple HUD.
- Writer adds journal / hints.
- Deliverable: full gameplay flow (menu → play → exit).

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## Phase 4: Polish & Testing (Days 12–17)

### Day 12: Level Polish

- Improve lighting, camera angles, shadows.
- Replace placeholder art if possible.
- Deliverable: complete environment pass.

### Day 13: Narrative & Ending

- Implement escape sequence (door unlock, cutscene, fade out).
- Deliverable: start-to-end playable.

**Day 14: Playtesting Round 1**

- Everyone play and record bugs / confusion.
- Fix major gameplay issues.
- Deliverable: bug list + fixes.

**Day 15: Balancing & Effects**

- Tweak movement speed, light radius, difficulty.
- Add particle effects (fog, dust, candle flicker).
- Deliverable: polished "feel."

**Day 16: Playtesting Round 2 + Final Polish**

- Test again, check pacing.
- Finalize audio, remove debug visuals.
- Deliverable: release candidate build.

**Day 17: Presentation & Backup**

- Package game build.
- Create short trailer or screenshots.
- Prepare short presentation (story, process, lessons).
- Deliverable: finished, playable haunted mansion RPG.