|  |  |
| --- | --- |
| **Week 1** *12/10/20 to 18/10/20* | All to do - meeting and collaboration on the existing project idea and come up with themes that we wish to use for marketing the scope of what everyone is happy to take on and plan our development |
| **Week 2** *19/10/20 to 25/10/20* | All to do – Brainstorm all ideas and come up with a majority concept of how we wish to proceed to get a solid idea of the goal of our project, so everyone is happy and on the same page with how we move. Minor and Major tasks set to be worked on in week 3 |
| **Week 3** *26/10/20 to 1/11/20* | **Sam –** Research and start Drafts on Roles, Skills and jobs **Daniel –** Research tools and tech required **Maddie –** Create animated characters for presentation purposes **Jorge –** Research overview and with what we are competing against **Adam –** Start to create U.I. of the application **Channon –** Start to create the promotional content |
| **Week 4** *2/11/20 to 8/11/20* | **Sam, Daniel, Jorge –** Continue Research on specific areas of Project Idea and Start drafts **Maddie –** Work on timelines of app creation and testing  **Adam –** Develop a website and continue app creation **Channon -** Creation of scenes required/ Development of U.I. of app |
| **Week 5** *9/11/20 to 15/11/20* | **Sam –** Sound editing of files for promotional content/finalise some drafts **Daniel, Jorge** - Get drafts to a near-final stage for collaboration  **Maddie –** Proofreading of all draft material correcting grammar/spelling and check sources of research **Adam –** Continue on the website and application as well as reports **Channon -** Finalise all scene creations for promotional content |
| **Week 6**  *16/11/20 to 22/11/20* | **Sam, Daniel, Jorge –** Complete final drafts of reports to be put forward to investors, fill in any gaps made by uncompleted work **Maddie -** Holidays **Adam –** Complete Website and basic U.I. of the application, fill in any gaps made by uncompleted work **Channon -** Complete first marketing material/cut all scenes and sounds and release onto YouTube, fill in any gaps made by uncompleted work |
| **Week 7** *23/11/20 to 29/11/20* | All work put forward to Investors in a hope to achieve some funding for the project to continue the following weeks are on a basic pattern achievable however if funding is achieved can employ further for marketing and distribution. |
| **Week 8** *30/11/20 to 6/12/20* | **Channon, Adam, Sam –** introduce the concept of scraping data into the application testing on some initial settings. **Jorge, Daniel –** Contact of services of VPN's/glasswire for ad marketing proceeds in the application. Should be able to get Nord on board if not will fall back on raid shadow legends. |
| **Week 9** *7/12/20 to 13/12/20* | **Channon, Adam, Sam –** Make scraping cover all settings on Facebook and start testing in alpha stage to release next week.  **Jorge, Daniel -** Develop Tutorial videos to be inserted into the application |
| **Week 10** *14/12/20 to 20/12/20* | Release of application to Beta testing/with some videos **Channon, Adam –** Taking all bug tracking from testers and debugging code to develop further **Jorge, Daniel –** Continue work on tutorial videos **Sam –** Sound editing of created videos to make crisp and professional |
| **Week 11** *21/12/20 to 27/12/20* | **Sam -** Gets beer **Daniel -** Side dishes **Jorge -** Entertainment **Adam -** Venue **Channon -** Ham and Prawns Its Christmas no-one works Promotional content may be created, and any main faults will be amended by one of the team days before Christmas all team will be out in shopping centres at Santa photo locations to spread the word of the app |
| **Week 12** *28/12/20 to 3/1/21* | **Channon, Adam –** Taking all bug tracking from testers and debugging code to develop further **Jorge, Daniel –** Marketing research who we have in test pool currently and how we could get more outside of that to download application **Sam –** Sound editing of created videos to make crisp and professional |
| **Week 13** *4/1/21 to 10/1/21* | **Jorge, Daniel –** Marketing research who we have in test pool currently and how we could get more outside of that to download application **Adam -** Taking all bug tracking from testers and debugging code to develop further **Channon, Sam -** Create targeted ads to stop getting targeted ads |
| **Week 14** *11/1/21 to 17/1/21* | **Daniel, Jorge –** Marketing on streets to reach more people will be at shopping centres and busy areas **Adam -** Taking all bug tracking from testers and debugging code to develop further **Channon, Sam -** Finalise ad targeting through Facebook to stop ad targeting |
| **Week 15** *18/1/21 to 24/1/21* | **Profit –** Release of full version fingers crossed all goes well everyone on board for patching that may have been missed in the Beta tests. |