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| 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 get a solid idea of the goal of our project, so everyone is happy and on the same page with how we proceed. 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 UI of 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 website and continue app creation Channon - Creation of scenes required/ Development of UI of app |
| Week 5 9/11/20 to  15/11/20 | Sam – Sound editing of files for promotional content/finalize some drafts Daniel, Jorge- Get drafts to a near final stage for collaboration  Maddie – Proof reading of all draft material correcting grammar/spelling and check sources of research Adam – Continue on the website and application as well as reports Channon - Finalize 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 UI of 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 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 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 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 in 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 team days prior to Christmas all team will be out in shopping centres at Santa photo locations to spread 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 - Finalize 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. |