Milestone #1

I started by brainstorming ideas, which eventually led to the idea of an artistic, “home isolation” game, that I felt I can do in a reasonable amount of time, and was of potential historical interest when given enough time.

Afterwards, it was to sort out the documentation, on how the game itself would work out, before I even began development. I did two separate documents, one the storyboard, and the other the ‘design document’. For the storyboard, I went under a “simplified” MoSCoW Methodology, given the procrastination I had with going more than two “steps” at most in iteration.

While the design document was done twice; one under the “One Page Design Document”, that included the projected milestones. While a more detailed one was made, to cover as much of the bullet points as possible within the brief.

Milestone #1b

Once everything was done. I checked.

Adding detailed object lists, under a “minimum required” lens. And polished the format and English, to be more readable.

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Feedback given, was.

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Milestone #2, framework (img ) 20

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Took up to three days longer than projected, to finish this.

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Milestone #2b refinement

Final time, to refine. I spent this day mainly adding last base descriptions for interactions and instructions, and maybe fixing some lighting?