

## MOBILE GAME DEVELOPMENT PROJECT PLAN

**Name:** Codename Forest Dragon Zero

**Developer:** Scott Stevenson

**Project Manager:** Jian Chen

Time: March 24 - March 31

Plan:

1. Get initial skeleton implementation of new game done
2. Find art for game

Execution: Believe I have found all of the art I want (except the background which I haven't decided on yet). I have a rough skeleton of the game done so far but it needs a lot of polish.

Time: April 1 - April 8

Plan:

1. Get art assets in the game and all animations working
2. Get all game mechanics working smoothly
3. Test speeds for character etc.

Execution: Partially done.

Time: April 9 - April 16

Plan:

1. Implement enemies
2. Implement power-ups and gems (gold also?)
3. Implement collision handlers
4. Implement form-changing animation handler

Execution: