**MOBILE GAME DEVELOPMENT PROJECT PLAN**

**Name**: Fruit Jungle (working title)

**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: