CODING LAB

RPG GAME DEADLINE

WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5
COME UP WITH A GAME CONCEPT (PLOT AND MECHANICS)				
	EXPLORE UNITY AND INSTALL THE NECESSARY COMPONENTS			
		CREATION OF LOCATIONS		
			PREPARING ANIMATIONS AND PROTOTYPING MODELS	
				WRITE ARTIFICIAL INTELLIGENCE FOR OPPONENTS

CODING LAB

RPG GAME DEADLINE

WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10
WRITE SCRIPTS FOR LOCATIONS				
	CREATE A HUD AND INVENTORY SYSTEM FOR THE PLAYER			
		CREATE COMBAT SYSTEM		
			CHECK FOR BUGS AND FIX THEM	
				TESTS AND PRESENTATION OF THE GAME