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SoftDes Fall 2016
Mini Project 3: Timeline

Overall Goals:

- Functional GUI
- Aesthetically pleasing
- Challenging puzzle problem
- Develop an understanding of Pygame

Week 1:

17 Oct 16:

Game ideation

20 Oct 16:

Basic gridwork and image implementation using Pygame → 1.5 hours

Overall project plan → 30 min

22 Oct 22:

Basic movement functionality → 1 hour

Physical representation of game → 1 hour

Design a puzzle → 1 hour

24 Oct 16

Design start screen → 1.5 hours

Build out interface → 1 hour

Design lose conditions → 1 hour

Create MVC framework → 2.5 hours

27 Oct 16

Build in animations and more complex functionality → 3 hours

31 Oct 16

Improve control → 1 hour

Implement our puzzle design → 1.5 hours

Test for bugs, exploits, etc. → 1 hour

Total Estimate: 17.5 hours*

*This is an overestimate. We would like to expect more time for each part then not scheduling enough.