

OtherWorldly Studios

Pre Production

- Structural Planning
- Systems
- Design

Production

- Tutorial Level
- First Area

Programming

- Structural
- Player Character
- Mechanics
- Systems
- Enemies
- Debugging
- Balance

Art

- Concept Art
- Player Character
- NPCs
- World / Environments
- Cinematics / Cutscenes

UI / UX

- UI / UX

Music / Sound

- Music / Sound

Post Production

- Release
- Testing

