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CASUAL PUZZLE

1. Tjedan 21. 9 -27. 9.	- GDD
2. Tjedan 28. 9 – 4. 10.	- Character movements - Basic level mechanics and logic (coding) - Assets
3. Tjedan 5. 10. - 18. 10.	- Prototype level (1st level) - Level design
4. Tjedan 12. 10. - 18. 10.	- Level design - User interface plan and prototype
5. Tjedan 19. 10. - 25 . 10.	- Level design - Post processing prototype
6. Tjedan 26. 10. - 1. 11.	- Level design - Social media marketing – teaser screenshots and videos
7. Tjedan 2. 11. - 8 . 11.	- Development stage revision - Experimenting with other post-processing styles
8. Tjedan 9. 11. -15. 11.	- Level design - Completing user interface
9. Tjedan 16. 11. - 22. 11.	- Implementing more complex level mechanics - Level design
10. Tjedan 23. 11. – 25. 11.	- Testing game - Fixing bugs
11. Tjedan 30.11. - 6. 12.	- Game revision and stretching goals if

	needed
	  - Bonus levels skins and rewards
	  - Intensive marketing, showcasing one level

12. Tjedan 7. 12. - 13. 12.	- Polishing - Finishing game
13. Tjedan 14. 12. - 20. 12.	- RELEASE !
14. Tjedan ??	??
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