Pandaloo v.1.0

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Cloudburst Games

Ivan Zorić - Programmer
Marijeta Šamec - 3D Artist
Mix (Marijeta/Ivan)

1. tjedan 21.09. - 27.09.	-GDD -Writing a Concept -Task division -Elaboration of Ideas and Mechanics -Storyline and Characters
2. tjedan 28.09. - 04.10.	-Character and environment concept art -Level concept art -Marketing - facebook, instagram, twitter and youtube accounts
3. tjedan 05.10. - 11.10.	-Gameplay mechanics - Player and camera movement -Level Design - basic terrain -3D polygon modelling - Main Character -Marketing - publishing news about game(coming soon), Main Character modelling gif
4. tjedan 12.10. - 18.10.	-Gameplay mechanics - Player / Environment relations - eat, drink, health -Level Design - Setting of eat and drink zones -3D polygon modelling - Other Characters -Marketing - Player movement gif
5. tjedan 19.10. - 25.10.	-Gameplay mechanics - puzzle mechanics -Level design - Player / Environment interaction with puzzle mechanics - 3D polygon modelling Environment -Marketing - Level environment gif

6. tjedan 26.10. - 01.11.	-UI - Main Menu / In Game UI design -3D polygon modelling Environment -Marketing - Development faze gif / picture
7. tjedan 02.11. - 08.11.	-UI - Main Menu / In Game UI -Level design - tutorial + Tutorial UI -Environment and character texture -Marketing - Development faze gif / picture
8. tjedan 09.11. - 15.11.	-Gameplay mechanics - respawn -Rigging and Character animation -Marketing - Development faze gif / picture
9. tjedan 16.11. - 22.11.	-Main Menu and In Game Audio - soundtracks and environment sound -Narration writing and recording -Intro Cinematic -Character animation -Marketing - short in game video with sound
10. tjedan 23.11. - 29.11.	-Post Processing -Marketing - Picture / gif with Post Processing results
11. tjedan 30.11. - 06.12.	-Expending deadline
12. tjedan 07.12. - 13.12.	-Expending deadline
13. tjedan 14.12. - 20.12.	-testing -bug fix
14. tjedan 21.12. - 27.12.	release