D/M Group 1 – Development Plan

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| **Week #** | **Date** | **Objectives** |
| 01 (Pitch Alpha) | 07th February | Pitch game ideas and final game, how they are relevant to the brief, development plan for delivery of the game in time, target audience, game challenges and core game loop. |
| 02 | 14th February | Research in to other similar existing games and design of new puzzle ideas that fit in to our game for our target audience. |
| 03 | 21st February | Working prototype of the game complete. |
| 04 | 28th February | Playtesting of prototype undergone, so that we can iterate the prototype based on feedback of our players. |
| 05 (Pitch Beta) | 07th March | Pitch working prototype, how it relates to the brief, playtesting feedback results and how we plan to use this to iterate our game. |
| 06 | 14th March | Iterate puzzle design based on feedback, start working on UI |
| 07 | 21st March | Playtest new prototype and get feedback focussing on player engagement and focus. |
| 08 | 28th March | Iterate UI and puzzle design again and implement changes. |
| 09 | 04th April | Playtest last time. |
| 10 | 11th April | Iterate and polish based on feedback. |
| 11 (Pitch Gold) | 18th April | Final pitch to show the final game in its final form. Show stages of game and evolution of it based on player feedback. Show how it is relevant to the brief and meets the criteria set out to us. |