Expected cost and duration

Currently, the group have all been assigned with their own tasks to complete, these include the research and testing of mini games which will be implemented into our game, early wireframe ideas to help the team get an understanding of what the game may look like, and initial drafts of a website to implement designs. The client informed us that there is no cost or deadline for any parts of our outcome except for the module deadline in April/May. Despite this, we have decided that it is best to get started on each stage very early so that we can really design something we are happy with in the end. We have given ourselves personal deadlines which we will look to complete for us to be able to make any slight adjustments that we are not satisfied with. Doing this has given us the opportunity to be flexible with our time, making it an easier environment to work within.

The team are working to complete the report before its deadline in February. Once this is complete, we will look to move on to further development of our game until we believe we are finished with it. It is estimated that this will be a reality in mid to late March. Once concluded, the focus will turn to the final project report, which will be handed in on or before the 2nd of May. Once this has been settled, we will meet and discuss our presentation which will be on the 9th of May.