**Timeframe**

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| Members  Week | Đôn Tuấn Dương | Đoàn Duy Bách | Nguyễn Gia Thanh | Thái Phúc Nguyên |
| Week 1 | Coming together as a team to be able to decide on whether which project idea should be embarked on, as well as concluding each member’s experiences and strength to find the work most suitable for them. | | | |
| Week 2 | Working with Nguyên to plan out how the plot and the gameplay would go and its practicality | Looking for help regarding to artistic elements of the game such as level design and character model | Working on polishing his knowledge on the coding language and game engine needed to successfully develop the game |  |
| Week 3 | At the second half of week 3, all team members once again come together to synthesize our research over the last and a half week and discuss thoroughly about the work each person has done and the way those would fit into what the team is trying to achieve as well as making necessary adjustments. | | | |
| Week 4 | Working with Nguyên for the slides presentation and assignment report | Bách and Thanh would come together to work on the game itself, making a fully functioning demo of the game using their skills in coding with the gameplay and plot idea Nguyên and Dương gave | | Play testing, helping Thanh and Bách debug the game for there are any glitches, along with working with Dương |
| Week 5 | Meeting up to evaluate the Demo of the game, play testing and trouble shooting as well as discussing on the publishing of the game, such as which website or which audience is targeted. This week is also for solving any problems that the game might be encountering. | | | |
| Week 6 | This week would be for releasing the game alone, after the team has worked together to polish the final demo of the it, this give the members sometime off to take a break from all the work they had to do over the past 6 weeks, waiting for the responses from players for the early demo. | | | |
| Week 7 +  Week 8 | Discussing with Nguyên on expanding the game to many other platform like mobile and posting the game to more websites than just unity, for example gamejolt | Once again starts the work to improve player’s experience according to the feedback given from the initial launch of the demo. | |  |
| Week 9 | Discussing as a team on future development of the game as well as expanding on the plot and of course expand the gameplay levels that are available for players to enjoy by thinking of different level designs and clever puzzles. | | | |
| Week 10 | Starting to work with Nguyên once again to talk about the marketing champagne for the game, looking for a way to promote and expand on the popularity of the game while keeping it within the budget limit of the whole team. | Executing the game updates that were discussed on week 9 and uploading them to all the websites the game is published to. | |  |
| Week 11 +  Week 12 | In this week, Dương and Nguyên will be showing the team their marketing strategy along with contacting the right people and doing the proper things to help publish their game on many other platforms as well once the game builds popularity from the pc gaming community  This process will most likely take more than a week of work because it will be difficult for such a small team such as ours to reach out and be heard by publishers, plus the time it will take for them to give us a reply if there is at all. Meanwhile Thanh and Bach would still be on the look out for any bug reports from game players. | | | |
| Week 13 | Still working with Nguyên to communicate with game publishers that they were able to receive a reply from, also doing research on the next big step, being making the game play-to-earn | The two this week wont have much new work to do, so they are able to take a small break despite still having to look out for game bugs, which most likely wont happen thanks for the thorough work they did the last few week. | |  |
| Week 14 | At this week, the Duong and Nguyen would have ideally made a deal with someone to have their game available to download on mobile devices, which now the team would have to decide on when according to how long the other two members of the team could develop a mobile version of this game. Not just that but they also have to connect it to block chain platforms. | | | |
| Week 15 +  Week 16 | Dương would be the one still working on marketing during this week, attracting as many players as he could through social media and communication skills | These two weeks would be a lot of work for these two members since they would have to be able to implement all the things that were talked about by the team on the previous week, making it to the end of week 16 with flying colors would be a tough task to achieve | | Writing a full document of the whole project and progress that was done by the team for future use or revision, or in case the game was passed on to another team |