

Timeline for Game Engines

Old Timeline:

- October 17th: Presentation.
- October 31st: Have basic controls, Storyboard completed, groundwork laid.
- November 14th: Level design midway, searching for assets, first few story beats.
- November 30th: Level design completed, begin finalizing assets, sound design.
- December 7th: Trailer, bug testing.
- December 12th: Crunch time.
- December 13th: Turn in!

Current Timeline:

- Nov 15: Story fully fleshed out, Assets for all except characters collected, level design coming along. Pre fabs being developed. Animation and controls finished.
- Nov 22: Level one completed. Pre fabs for enemies and obstacles completed or nearly completed. UI in progress, start menu, pause, exit.
- Nov 29: Pre fabs finalized and implemented. Asset search finished. UI complete. Trailer in development.
- December 6th: Begin testing and bug fixing.
- December 13th: Hope for the best.