Timeline ⏳

Pre-preproduction
(12th Oct - 16th Oct)

Preproduction
(19th Oct - 22th Oct)

Alpha
(23th Oct - 13th Nov)

Beta
(16th Nov - 27 Nov)

Release Candidate
(30th Nov - 4th Dec)

| 1 | 2 | 3 | 4 | 5 |

October

November

December

Concept
(16th Oct)

Playable Prototype
(22th Oct)

MVP
(29th Oct)

Feature Lock
(13th Nov)

Asset Lock
(27th Nov)

Release Game
(4th Dec)

1 week