

Milestones

1

Preproduction

(19th Oct – 23th Oct)

- Concept Done
- Product Backlog
- Research on MM
- Playable Prototype
- Artstyle Test
- One Pager



Deadlines & Important Dates

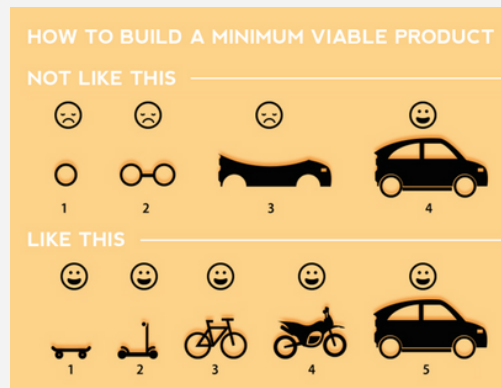
- Feature breakdown (draft): Monday
- Product Backlog (done): Thursday
- Concept (done): Friday
- Playable Prototype (done): Friday
- Sprint Planning (done): Friday

2

Alpha

(26th Oct – 13th Nov)

- MVP
(22th – 29th Oct)
 - Finish the core of the game
- Feature Lock
(30th Oct – 6th Nov)
 - Functionality is done
 - Elements can be flawed



Deadlines & Important Dates

- 1 week sprints ending each Thursday
 - MVP (done): the 29th of October
 - Consultations on Thursdays
- All functionality of the features must be in the game on Friday the 6th of November

3

Beta

(16th Nov – 27th Nov)

- Asset Lock
Every asset needed in the game is done and put into the game
- Begin optimization + bugfixing



Deadlines & Important Dates

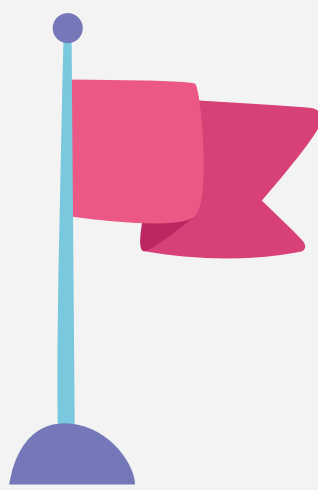
- Weekly sprints ending each Thursday
- All assets (both music and art) must be in the game on Friday the 27th of November
- Consultations on Thursdays

4

Release Candidate

Week 49 (30th Nov – 4th Dec)

- Optimization
- Bugfixing
- Poster
- Trailer



Deadlines & Important Dates

- Release game Friday the 4th of December
- Hand in deliverables: Friday the 4th of December
- Clean production room on the 5th of December
- Deliver Presentation on December the 9th, takes place the 10th of December

Deliverables

- Design Presentation, Evaluation, One Pager, Technical Design Presentation, Production Plan, Test Plans, Final User Research Report, Executive Summary, The Game & Media Assets