**TIME LINES**: 6 Months (until March 2012)

**SDLC**:

1. Requirements
   * [Game Concept](http://gamingtriad.wordpress.com/game-concept-2/)
   * Platforms (Windows OS)
   * Environment Setup
     + Hardware (Graphic Cards for Windows)
     + Software ([SVN](http://gamingtriad.wordpress.com/2011/09/11/svn-repository/) for version control, Visual Studio Express 2010, XNA SDK)
   * [C sharp](http://msdn.microsoft.com/en-us/vcsharp/dd919145.aspx) coding language.
   * To decide who can help with Animations (Photoshop, Movie Clips, Music etc..)
2. Design (Flow chart of the game development) **[October 1, 2011 - October 8, 2011]**
3. Implementation (Coding, Animations, Music)  **[October 15, 2011 - January 8, 2012]**
4. Testing (Code Reviews) **[January 8, 2012 - February 8, 2012]**
5. Enhancements (Code Optimization, Improve on Graphics and Sound, Optimize Performance) **[February 8, 2012 - March 8, 2012]**
6. Publish (If project is a success then lets publish this on Xbox 360 Indie Games)