Since the process of making a game/software might change unexpectedly (i.e. more time spent on debugging, unsatisfactory product) I am keeping the schedule vague. My final schedule/journal will have my work logged by the hour. My schedule is roughly following the Software Development Life Cycle. I do not know if it reflects the real cycle accurately since I am fitting development into 2-4 weeks. Generally I’d try to work from 8 AM-5 PM with breaks.

Saturday, February 18-Sunday, February 19

* Learn Git (version control system)

\*Sunday, February 19-Tuesday, February 20

* Review Python (coding language) basics
* Learn some specific functions of Python for game program

Tuesday, February 21

* Write reviews of other text based games
* Possibly interview Mr. Lloyd, who developed a mod for a game once

**Requirements Analysis**

Tuesday, February 21-Thursday, February 23

* Define purpose and functions of game and write up
* Come up with a plot/alternative plots for “customer” (Dr. Kahler)
* Discuss with “customer”

**\*Design -** Friday, February 24-Sunday, February 26

* Draw up storyboard/character sheets
* Outline complete story/routes/user choices

**\*Development -** Sunday, February 26-Thursday, March 2

* Review Python
* Code
* Debug

**\*Testing -** Thursday, March 2-Friday, March 3

**Release/Maintenance -** Friday, March 3-Saturday, March 4

* Review with “customer”
* Others test

\*May take more time