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| Week | Ned | Jordan | Aidan | John | Ervine |
| Week 1 | Liase with John about game content | Direct Trello board for task distribution | Research score inspiration for general gameplay | Develop game overview and scope | Server Capability research |
| Week 2 | Comission art concepts for gameplay | Platform compatability research | Begin development of musical piece | Research tools and game engines | Clearly define roles and responsibilities for team memebers going forward |
| Week 3 | Present art concepts to group | Network/data usage research | Present piece to group for inspiration/direction | Present inital game ideas and progress to group for consultation | Develop skills and jobs write up for expected future needs of project |
| Week 4 | Develop project timeline and maintain | Establish aims and overview of project | Research and present potential risks to Holy Pirates | Research scope and limitations to the RoA project | Network capability research |
| Week 5 | Produce plans and progress report | Develop storyboard flow chart | Compile group process and communication report | Present limitations to group for discussion | Build network diagram of game hosting |
| Week 6 | Produce pitch Video segment | Produce pitch Video segment | Produce pitch Video segment | Produce pitch Video segment | Produce pitch Video segment |
| Week 7 | Present Pitch video as group | Present Pitch video as group | Present Pitch video as group | Present Pitch video as group | Present Pitch video as group |
| Week 8 | Develop working budget and timeline for next 8 weeks of development | Develop second stage risk assesment | Hire Sound engineer | Interview and hire storyboard artists | Attain quotes for server space in line with budget |
| Week 9 | Present timeline and budget constraints to team memebers | Assign group tasks and deadlines on trello board outlining new responsibilites | Develop scores for trailer and general gameplay | Interview and hire writer | Assess game load and on servers |
| Week 10 | Liase with developers to gauge interest in RoA | Liases with platform manufacterers and research current capabilities | Develop scores for trailer and general gameplay | Develop season 1 outline and storyboards | Liases with johns team for synergy between technical and art design |
| Week 11 | Put advertising job to tender | Assess games current and future compatability requirements | As above | Present season 1 outline to group for feedback | Initial report on game stability |
| Week 12 | Hire marketing firm to develop a advertising campaign | Interactivity report to be presented to team | Develop sound effects and menu sound/score | Develop game scripting and event triggers | Begin buying server space |
| Week 13 | Present marketing and sales concept pitch to be in line with game idea and development | Focus group for game concept/gauge interest | As above | Assess AI capabilities and effect on real time gameplay | Testing server capability |
| Week 14 | Develop progress report | Attain licensess | Provide feedback to group on progress and request ideas for changes/improvements | Present second draft of Season 1 outline to group | Testing server capability |
| Week 15 | Present progress report to group and stakeholders | Develop and present initial deployment plan and timeline | Implement changes | Present storyboard and character design progress to group | Present server requirments and capabilities to team |