Week 16: Final Project Roadmap

Your Final Project

As you work during each module through the end of the term, you will make incremental and iterative progress on your final project.

In this week's assignment, you will:

- Build and Playtest Sprint 2: Enhancing UI and Sound
- Iterate prototype based on gameplay testing.
- Introduce updated game art, using original work or OpenGameArt source, credited.
- Add user interface to provide HUD information.
- Conduct playtesting of revised prototype.
- Document playtesting outcomes with written notes.

Roadmap to Completion: Final Project Calendar

Last Week: Week 15

- Build and Playtest Sprint 1: Alpha Prototype
- Create a rough prototype, modeling core gameplay.
- Conduct playtesting of prototype.
- Document playtesting outcomes with written notes.

This Week: Week 16

- Build and Playtest Sprint 2: Enhancing UI and Sound
- Iterate prototype based on gameplay testing.
- Introduce updated game art, using original work or OpenGameArt source, credited.
- Add user interface to provide HUD information.
- Conduct playtesting of revised prototype.
- Document playtesting outcomes with written notes.

Week 17

- Build and Playtest Sprint 3: Beta Prototype
- Iterate prototype to near-final deliverable.
- Revise game art, UI, and audio assets as needed.
- Conduct playtesting of revised prototype

Week 18

- Finalize prototype for final deliverable, fine-tuning gameplay mechanics.
- Share with classmates in Final Project Review discussion.