Our Timeline

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| Task | Date |
| Preparing for the project: getting the brief, making a GitHub, gathering a team, going to the Mansion and starting research | Friday 27th September 2019 |
| Come up with initial game concept idea for the brief | Thursday 10th October |
| Research game ideas, how museums have gone about this, game mechanics and gameplay. | Tuesday 15th October  –  Saturday 9th November 2019 |
| Creating a design document | Monday 11th November 2019 |
| Making Paper Prototypes & Designing concepts for minigames | Thursday 14th November 2019  –  Saturday 23th November 2019 |
| Prototyped the game navigation system | Friday 15th November |
| Finish designing our pitch | Saturday 23rd November 2019 |
| Presenting our pitch to the client | Monday 25th November 2019 |
| Working on the feedback we were given | Saturday 4th January 2020 |
| Making game assets and working with art style and paper prototypes | Saturday 4th January 2020  –  Saturday 11th January 2020 |
| Prototyped 2 mini games | Saturday 22nd February 2020 |
| Created final versions of 4 minigames for the game | Friday 27th March 2020 |
| Created final assets for the game | Friday 3rd April 2020 |
| Creating a list of problems, we faced | Friday 3rd April 2020 |
| Completed the game navigation system and added progress tracking | Saturday 5th April 2020 |
| Creating PowerPoint Presentation for our overall DMC experience | Friday 27th April 2020 |
| Making a post-mortem | Friday 27th April 2020 |
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