

Roadmap				
	Pre-Production 21 st Feb - 5 th Mar (2 weeks)	Alpha 6 th Mar - 26 th Mar (3 weeks)	Beta 27 th Mar - 23 rd Apr (4 weeks)	Post-Production 24 th Apr – 7 th May (2 weeks)
Summary	Conceptualise game ideas	Iterate on prototype and concentrate on core features	Focus on level design	Focus on testing and bug reporting
	Create backlog of potential features	Alpha build by Easter holidays for client	Optimize and clean up code	No new features added at this stage
	Show main game mechanic in prototype build	All main features added	Add secondary features	General polish and post processing
			Beta build should be a finished, releasable product	Bug fixing
Coding	Character movement	Dodging attacks	Run mechanic	Fix and optimize existing scripts
	Prentice firing projectiles	Enemy AI (basic movement and melee attack)	Blocking / parry system	Comment complex areas in code
	Coop controller input	Combat combo system	Shield knockback	
	Prentice shield ability		Stun enemies	
	Health for dummy enemies	Melee attack	Enemies that shoot	
Design	2D side-on camera following Cardinal	Design level 1 (medieval)	Design level 2 (Scifi)	Refine / finishing touches on level 1 and 2
	Prototype level with obstacles and stationary enemies	Tweak and refine movement parameters	Tutorial stages	
	Controller input start menu	Create medieval enemy prefabs	Create scifi enemy prefabs	
Visuals and Audio				
	Character walking to running animation	Hat accessory for Prentice	Background ambience	Sound effects for movement, combat etc.
	Prentice squirrel model	Attack animations	Sword slash effect	Special VFX
	Other assets used are placeholder Unity objects	Use low-poly assets	Tutorial signs	Music
			Targets for Prentice to shoot narration	Custom animations