**Pre-production**

Concept and Design

- Define core game mechanics

- Create initial maze design concepts

- Set up development environment

Player Character and Movement

- Implement player character model

- Implement basic movement controls

Main Menu and UI

- Create main menu scene

- Add UI elements for menu options

Maze Generation

- Develop maze generation system

- Implement NavMesh for pathfinding

**Gameplay Mechanics**

Enemies and Obstacles

- Design enemy models and behavior

- Create obstacle models

- Implement basic enemy AI

Object Interactions

- Design and model interactable objects

- Implement object interaction mechanics

Health and Damage

- Implement player health mechanics

- Handle enemy/player collisions and damage

Game Logic and Progression

- Implement game progression system

- Track player's time and progress

**Stage Design and Oculus Integration**

Stage 1 Design

- Create stage layout for the easy maze

- Populate stage with enemies and obstacles

Stage 2 Design

- Create stage layout for the medium maze

- Populate stage with enemies and obstacles

- Begin Oculus SDK integration

Stage 3 Design

- Create stage layout for the difficult maze

- Populate stage with enemies and obstacles

- Continue Oculus SDK integration

Oculus Integration

- Finalize Oculus SDK integration

- Test on Oculus Quest 2 device

**Testing and Optimization**

Testing and Bug Fixes

- Conduct initial playtesting

- Address bugs and issues

Performance Optimization

- Optimize game performance for Quest 2

- Address performance bottlenecks

**Polish and UI**

Polish and Audio

- Add sound effects and music

- Enhance visual effects

UI and Final Touches

- Create UI for displaying player stats and time

- Finalize game aesthetics

**QA Testing and Deployment**

QA Testing

- Conduct thorough QA testing

- Address any remaining issues

Deployment Preparation

- Package the game for Oculus Quest 2

- Prepare submission materials for Oculus Store

Post-launch Support

- Submit the game to Oculus Store

- Plan for post-launch updates and support