

Project One: Work Schedule  
“Phoenix Rising”  
Shakudō Productions

We will meet twice every week to discuss our progress on the game and to move forward. We will also utilize Discord to communicate frequently.

Task	Task Description	Time Estimate	Date Completed	People Assigned
Create artwork using Gimp	Create the background images and sprites for the main character and enemies.	Two Weeks	Feb. 27	Miles, Lamonte
Create soundwork using Garage Band	Create some background music for the levels and sound effects for the main actions and event.	Two Weeks	Feb. 27	Jennings, Lamonte
Develop Levels	Put the framework for the levels in place.	One Week	Feb. 20	Miles, Jennings
Add Player Movement and Actions	Add the player’s movement and abilities.	One Week	Mar. 3	Jennings
Add Enemy Movement and Actions	Incorporate enemies whose patterns provide a challenge for the user.	One Week	Mar. 6	Lamonte
Add Power-up, Scoring, and Health System	Give the player an amount of lives and health bar. The player will also get a score.	Four Days	Mar. 9	Miles
Compile the documentation	Prepare and finalize all of the documentation for the game	Four Days	Mar. 15	Lamonte, Miles, Jennings
Play Test with 5 volunteers	Search for bugs and issues with the game before finalizing	Three Days	Mar. 15	Miles, Lamonte, Jennings