



GAMES

The Plan

10th January – 17th January

- Discuss and Confirm Game Ideas (Features Board)
 - Discuss and Confirm Game Engine
- Discuss and Possibly Visit 'Everyone Can' Session
 - Carry Out Further Investigations if Necessary
- Begin Researching Features by Finding Code Examples (Implementations Board)

17th January – 24th January

- Continue Researching Features by Finding Code Examples (Implementations Board)
 - Organising the Designs That Will Be Implemented (Implementations Board)
 - Organising and Assigning Tasks (Tasks Board)

24th January – 31st January

- Begin the Development Process of Our Game
- Aim to Develop Prototype by 28th February
- Ensure Essential Features Are Being Designed
 - The Plan Board Will Be Activated

31st January – 7th February

- Continue the Development Process of Our Game
- Stay on Track for A Prototype by 28th February
- Ensure Essential Features Are Being Designed
- If Essential Features Finished, Implement Secondary Important Features
 - The Plan Board Will Be Updated

7st February – 11th February & 18th February – 21st February

- *Tutor Week – Not Required to Work on Project, but is Encouraged*
 - Continue the Development Process of Our Game
 - Stay on Track for A Prototype by 28th February
 - Ensure Essential Features Are Being Designed
- If Essential Features Finished, Implement Secondary Important Features
 - The Plan Board Will Be Updated

21st February – 28th February

- Continue the Development Process of Our Game
- Push for the Prototype to be Finished by 28th February (If It Hasn't Been Already)
 - Ensure Prototype is a Playable Demo
 - Share Demo with Everyone Can & Gather Playtesters
 - Ensure Essential Features Are Being/Have Been Polished
- If Essential Features Finished, Implement Secondary Important Features
 - The Plan Board Will Be Updated

28th February – 7th March

- Implement Secondary Important Features
- Prepare for Showcase When Necessary

7th March– 14th March

- Implement Secondary Important Features
 - Prepare for Showcase

14th March– 21st March

- Carry Out Extensive Debugging and Polishing
- Implement Secondary Important Features
 - Prepare for Showcase

21st March– 28th March

- Carry Out Extensive Debugging and Polishing
 - Extensively Prepare for Showcase

*This is a rough timeline for our project. This is subject to change.
Where possible, if additional work can be completed ahead of time, then we should aim to complete it.*