ChatGPT said:

Thanks! Based on your description — a box-pushing puzzle game with a single level, basic collision, GUI, game art, SFX, and final documentation/recording, all to be done in 6 weeks for development and 1 week for documentation — here’s a 7-week development schedule that breaks down tasks by week:

🗓️ Game Development Schedule (7 Weeks Total)

Week 1 – Planning & Core Setup

Finalize game concept, rules, and winning conditions

Sketch level layout and basic art style ideas

Choose tools (e.g., Unity/Godot/etc.)

Set up project repo, folder structure, and basic scenes

Implement:

Player movement prototype

Box and wall entities (placeholder graphics)

Set up version control (e.g., Git)

Week 2 – Core Mechanics

Implement:

Box pushing logic

Box-wall and box-player collision

"Check for correct position" logic

Add:

Restart/Reset functionality

Basic input management

Start unit testing core logic

Week 3 – Game Logic Polishing

Improve:

Puzzle win state logic

Smooth movement transitions (if needed)

Add:

Basic level boundaries

Visual feedback when box is in the right spot

Internal playtesting and debugging

Refine movement & collisions

Week 4 – GUI & UX

Implement:

Main menu

Restart/Back buttons

Win/lose messages or animations

Simple level instructions

Begin work on:

GUI art (if not using UI kit)

Polish transitions and button sounds

Week 5 – Game Art, SFX, and Polish

Replace placeholder art with:

Final tiles

Character sprite

Box and goal visuals

Add background art and visual polish

Add sound effects:

Box push

Victory sound

UI interactions

Optional: Add background music

Week 6 – Final Polish & Playtesting

Full game test from start to finish

Gather feedback from friends/testers

Bug fixes and performance checks

Add win animations or polish

Final balancing (if applicable)

Export build and test on target platform

Week 7 – Documentation & Recording

Write up:

Design decisions

How the mechanics were built

Challenges and how they were solved

Screenshots of code or diagrams

Record:

Walkthrough of gameplay

Developer commentary (if needed)

Code tour and implementation summary