**Bolded** means **complete**

**Week 1: 19/23 - 9/30 [Complete]**

* **Finalize Idea**
* **Create Rough Asset List**
* **Create Rough Architecture**
  + **List main gameplay mechanic requirements**
* **DUE: Elevator Pitch (9/30)**

**Week 2: 9/30 - 10/7 [Complete]**

* **Programming/Coding**
  + **Prototype of main gameplay mechanic**
    - **Moving on grid**
      * **Player input working**
      * **Paths/walls working**
    - **Win condition**
* **Design**
  + **Finish Design Doc**
* **Check in meeting 10/7: Show prototype**
* **DUE: Design Doc (10/6)**

**Week 3: 10/7 - 10/14**

* **Start creating art assets/ audio**
  + **Design GUI**
    - **Start Screen**
* **Programming/Coding**
  + **Interactable objects**
    - **Can interact with certain objects**
  + **Abilities**
    - **Move Object**
    - **Burn Object**
    - **Freeze Object**
* **Check in meeting 10/14: Show game with assets in**

Week 4: 10/14 - 10/21[In Progress]

* **Playtests with art/audio assets in**
* Finalize/Import final assets
  + **Win Screen**
* **Scene Transitions**
* Start box art designs
* **Final polish on gameplay mechanics**
* Check in meeting 10/21: Show game with final/close to final assets in
  + Game is close to final polish, around 7/10-8/10

Week 5: 10/21 - 10/28

* Finish all audio/art assets implementation
* Finish box art
* Finish polish
* Do Postmortem
* DUE: Game Prototype, Box Art, Postmortem