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Schedule

Unity Project

Contents

[1. Game Idea 2](#_Toc43173509)

[2. 1st Week (15.6. – 19.6.) 2](#_Toc43173510)

[3. 2nd till 4th Week (22.6. – 10.7.) 2](#_Toc43173511)

[4. 5th and 6th Week (13.7. – 24.7.) 3](#_Toc43173512)

[5. Final Week (27.7. – 31.7.) 3](#_Toc43173513)

# Game Idea

The idea is to have a top-down 2D game, where the player can move around. The player can move at a normal speed, but when he presses down a button he can run faster.

Along with that the player will be around to move boxes and have some other puzzle elements, like flip a switch to trigger something in the world.

This idea is inspired in a way from classic Zelda games, but I am not sure yet, if the game will have any combat, because that seems very time intensive.

# 1st Week (15.6. – 19.6.)

In the first week, I will roughly plan out the project and make sure that the scope won’t be too big and neither too small. Changes of the plan can always occur, but having a rough plan will make it easier to keep track.

Apart from that, I will experiment and start creating the base of the prototype. It would be ideal, if I have a small playable demo ready by the end of the week. However, if it isn’t ready by Friday of this week, I will make sure to get it ready for the beginning of the second week.

# 2nd till 4th Week (22.6. – 10.7.)

I will flesh out the base of the game, so for that purpose I will first focus on how the character moves and looks.

After the movement is in a good spot, I will start creating the puzzle elements. As I already described those will consist of rather simple stuff, for example pushing boxes and triggering things by standing on switches or by flipping switches.

I will try to create as many puzzle elements as I can, but I will also make sure to not get overly ambitious, so that I can work on fleshing out the individual elements.

# 5th and 6th Week (13.7. – 24.7.)

Having done all the single gameplay elements in the previous weeks, I will focus on packaging them together during the 5th and 6th week. That means creating levels that contain the elements and show off the idea of the game.

If any problems occur, I want to have enough time to fix them, so I designated these two weeks for that purpose.

# Final Week (27.7. – 31.7.)

The final week will consist of testing and preparing the final report, as well as letting the project supervisors test out the game.

The final touches to the prototype will be done during this week, but I will also focus a part of my time to finish the project management.