

# PROJECT ACTION PLAN

## GOAL 1

Working Prototype (Core mechanics only)

ACTION STEP DESCRIPTIONS	PARTY / DEPT RESPONSIBLE	DATE TO BEGIN	DATE DUE	RESOURCES REQUIRED ( staff, tech, etc. )	DESIRED OUTCOME	NOTES
GreyBox Level	Design Team	12/14	12/21	Ue4		
ABC Bucket list	Design Team	12/14	12/21			
Special playtest of greybox	Design Team	12/14	12/21			
Core Mechanics Finished	Programming Team	12/14	12/21			
placeholder UI	Programming Team	12/14	12/21			
Basic win state	Programming Team	12/14	12/21			
Wireframe UI	Art Team	12/14	12/21			
Rough models for A list assets	Art Team	12/14	12/21			
Puzzle Goals Clear	Writing Team	12/14	12/21			
Placeholder Puzzle pieces	Writing Team	12/14	12/21			Could just be 1 sentence story beats, could be blank docs, something to fill the space for basic playtesting
FMOD setup	Audio Team	12/14	12/21			
Setup Itch page, post progress pictures and share to social media	Whole team	12/14	12/21			

Finished Prototype (B list)

ACTION STEP DESCRIPTIONS	PARTY / DEPT RESPONSIBLE	DATE TO BEGIN	DATE DUE	RESOURCES REQUIRED ( staff, tech, etc. )	DESIRED OUTCOME	NOTES
Playtest core mechanics	Design Team	12/21	12/28			
Make adjustments of level based on playtest	Design Team	12/21	12/28			
Time loop	Programming Team	12/21	12/28			Placeholder time loop could simply reload the level but save certain values
more complex win state	Programming Team	12/21	12/28			
Finish any Art tools	Programming Team	12/21	12/28			
Refine A list assets	Art Team	12/21	12/28			
Test lighting, materials, and shaders on rough models in test scene	Art Team	12/21	12/28			
Make rough models for anything added in B list state	Art Team	12/21	12/28			
Basic audio implemented	Audio Team	12/21	12/28			
Story beats converted into case files	Writing Team	12/21	12/28			

GOAL 3						
Finished Game						
ACTION STEP DESCRIPTIONS	PARTY / DEPT RESPONSIBLE	DATE TO BEGIN	DATE DUE	RESOURCES REQUIRED ( staff, tech, etc. )	DESIRED OUTCOME	NOTES
playtest Core mechanics with B list additions	Design Team	12/28	1/3			
Help design team make adjustments based on playtest feedback	Programming Team	12/28	1/3			
Help audio team get all audio implemented	Programming Team	12/28	1/3			
Finish all shaders	Programming Team	12/28	1/3			
Finish all assets	Art Team	12/28	1/3			
Add all assets to final level scene	Art Team	12/28	1/3			
Implement tested lighting and shaders	Art Team	12/28	1/3			
Finish all audio	Audio Team	12/28	1/3			
Implement all audio	Audio Team	12/28	1/3			