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| PROJECT ACTION PLAN | | | | | | |
| **G O A L 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 |  |  |  |
| **G O A L 2** | | | | | | |
| 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 |  |  |  |
| **G O A L 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 |  |  |  |