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|  | **Nathan C.** | **Rachael B.** | **Tanya T.** | **Jay H.** | **Michael M.** | **Long N.** |
| **Week 5:**   * Design characters; main, enemies, extra (villages/animals) + annotate * Design game interface; level background, main page/loading page, menu, typography, logo + annotate * Design assets; sound, animation etc + annotate * Contribute to assignment document | * Design characters; main, enemies, extra * Make annotations | * Design game interface; typography * Refine game interface designs * Make annotations | * Design game interface; game logo * Refine character designs * Make annotations | * Design game interface; background settings, main menu * Make annotations | * Design game interface; loading page * Design assets; sound, animation, * Make annotations | * Design game interface; in-game menu * Design assets; sound, animation * Make annotations |
| **Justifying the workload – Design & Build Journey Begin**  For the first week of the design process, each member will be working on designing the characters, game interface and assets. Majority of our team members have suggested that they lack in the area of design and hope to develop their skills, therefore balancing the design workload amongst each other allows everyone to work on something that they wish to improve on. There are also members of the team who have mentioned that they’re more confident with designing things and have the role of refining the designs that each member contributes as this fit best with their capabilities. In regards to the timeline, it is ideal to have the base of our designs completed earlier on so that we can build on and work with our developed characters and game interface throughout the next following weeks. | | | | | |
| **Week 6:**   * Design features; items, health, traps/obstacles, death mechanic +annotate * Develop control functions; buttons/keys to press + annotate (make notes on things like - if character jumps, will there be a corresponding sound to indicate this?) * Write up narrative description; both tutorial level & game section 1 | * Design control functions * Make annotations * Write up narrative description for both tutorial level & game section 1 | * Design death /checkpoint mechanic * Make annotations * Write up narrative description for both tutorial level & game section 1 | * Design features; items, obstacles/traps * Make annotations * Write up narrative description for both tutorial level & game section 1 | * Design control functions + annotations * Make annotations * Write up narrative description   for both tutorial level & game section 1 | * Design features; health, mechanic * Make annotations * Write up narrative description | * Design features; items, obstacles/traps * Make annotations * Write up narrative description |
| **Justifying the workload – Design & Mock-ups**  In the second week of the design process, each member will continue to build upon the design folio; particularly working on the features, control functions. This allows each member to work on developing their design skills and have them become for familiar with the aesthetic of the game that we aim to produce. Everyone will contribute to writing the narrative descriptions for both of our prototypes; the tutorial level and the game section as this requires a team effort and for all of us to mutually agree on what we would like to present.  Working along side a given timeline, we aim to complete all design concepts within the first two weeks because it’ll give us a better understanding of the game and what we would like the tutorial level and game section to appear like. | | | | | |
| **Week 7:**   * Develop & draw the storyboard for both tutorial and game level * Refine both storyboards (if necessary, so that’s it looks presentable) | * Draw up storyboard * Make detailed annotations | * Refine storyboard * Make detailed annotations | * Refine storyboard * Make detailed annotations | * Draw up storyboard * Make detailed annotations | * Draw up storyboard * Make detailed annotations | * Refine storyboard * Make detailed annotations |
| **Justifying the workload – Design & Mock-ups**  After completing the base of our designs, by the third week of the design process we aim to properly start on drawing out the storyboards for both of our prototypes. Half of us will be drafting everything out, and the other half of us will work on refining the what’s been draw up. Working together like this allows us to evenly distribute our capabilities and everyone will have a chance to work on areas that they wish to develop. When working with a given timeframe, we aim to get everything completed before the week of submission so that we have enough time to finalise and review our work. | | | | | |
| **Week 8:**   * Thoroughly annotate both storyboards * Finalise prototype + documentation ready for submission | * Make annotation * Finalise prototype + assignment document | * Make annotation * Finalise prototype + assignment document | * Make annotation * Finalise prototype + assignment document | * Make annotation * Finalise prototype + assignment document | * Make annotation * Finalise prototype + assignment document | * Make annotation * Finalise prototype + assignment document |
| **Justifying the workload – Finalise Design Documentation**  In the final week of the design and mock-ups process, everyone will work together to refine the prototypes that we’ve completed, and review the assignment requirements to make sure that everything has been checked and if there are any changes that we may like to alter/add. Everyone will contribute to finalising any major/minor issues that may arise so that we are ready for to submit our completed work. | | | | | |
| **Week 9:**   * Develop control buttons & functions * Develop controllable characters w/ background setting * Develop trap/death mechanics + enemy encounter * Start to develop tutorial level * Source assets; art/sound | * Develop control buttons/functions * Develop tutorial | * Develop controllable characters * Source assets | * Develop trap/death mechanics + enemy encounter * Source assets | * Develop trap/death mechanics + enemy encounter * Source assets | * Develop control buttons/functions * Develop tutorial | * Develop controllable characters * Develop tutorial |
| **Justifying the workload – Design & Build Iteration**  When beginning to build and develop the mechanics of our game, it makes sense to be working on each section in pairs. The reasoning behind this is because within that pair, there will be one person who’s confident and familiar with coding, working alongside with someone who lacks the skills. This concept will balance out the workload as it requires us to be working together as a team and also allows people to develop the skills that they wish to improve on. It also allows those who are more capable to share the workload rather than take on everything alone.  Two people working on each section will also increase group productivity and have things completed quicker and more efficiently. | | | | | |
| **Week 10:**   * Develop health mechanic * Source animation assets * Validate developed products; tutorial level * Make start on developing game section 1 | * Develop health mechanic * Validate developed product * Make start on developing game section 1 | * Source animation assets * Validate developed product * Make start on developing game section 1 | * Source animation assets * Validate developed product * Make start on developing game section 1 | * Develop health mechanic * Validate developed product * Make start on developing game section 1 | * Make start on developing game section 1 * Validate developed product * Source animation assets | * Source animation assets * Make start on developing game section 1 * Validate developed product |
| **Justifying the workload - Design & Build Iteration**  For the second week of building and developing our game, we will continue to share the workload amongst each other so that its evenly distributed. The members whose strength lie in coding and game development will take the lead when working with a partner who is less skilled because this dynamic will allow both participants to learn and develop their skills that they would like to improve. It make not necessarily be skills that’s required to develop the game but possibly skills that’ll help in your everyday lifestyle (such as; teaching/leadership skills)  Working in pairs to complete each section that’s required to be complete this week will increase our chances of finishing things earlier.  We’ve also tried to plan things out in the way where we aim to get the harder tasks out the way so that we would not have to rush and overwork ourselves within the last 2 weeks of the project. | | | | | |
| **Week 11:**   * Develop game interface pages; menu, in-game menu, title/logo, loading pages, level transition * Continue working on game section 1 | * Develop game interface; level transition * Work on game section | * Develop game interface; loading pages | * Develop game interface; title/logo | * Develop game interface; menu/main page | * Develop game interface; level transition * Work on game section | * Develop game interface; in-game menu * Work on game section |
| **Justifying the workload - Design & Build Iteration**  Nearing the completion of our project, this week is dedicated to completing the game section, but also implementing the game interface pages. Leaving us with the ‘simpler’ tasks to work on. Those who aren’t as confident with coding will continue to work on sections that will introduce them to new skills and help them improve what they’ve already learnt thus far. And the other members will continue working as they have been.  As a group, we will all be working together to complete the remainder of our product and making sure that everything is functioning well. | | | | | |
| **Week 12:**   * Finish actual game level * Validate/test the game; obtain feedback * Finalise assignment document + working products (tutorial & game level) ready for submission | * Finish game section 1 * Validate/test the game; obtain feedback | * Validate/test the game; obtain feedback * Finalise assignment doc | * Validate/test the game; obtain feedback * Finalise assignment doc | * Validate/test the game; obtain feedback * Finalise assignment doc | * Finish game section 1 * Validate/test the game; obtain feedback | * Finish game section 1 * Validate/test the game; obtain feedback |
| **Justifying the workload – Finalising Portfolio Documentation**  In the final week of working together on this project, everyone will work towards the completion of any tasks that remain. We will also be validating the game levels that we have developed and review everything that we done. This week’s primary focus is to finalise the assignment, make any changes/alterations so that we’re ready to submit. | | | | | |