## Video Game Development - Project Plan

Rhyse Cardy Thu, 22/09/2022 **Project Start:** 12 Sep 2022 19 Sep 2022 12 13 14 15 16 17 18 19 20 21 22 23 24 25 TASK START END **Design & Planning Learning Unity Development** 22/9/22 15/12/22 Creation of Project Plan 10/10/22 15/12/22 Creation of Requirements & Wireframes/Mockups 10/10/22 9/11/22 Finishing Design Document 9/11/22 9/12/22 Searching for Suitable Assets 15/10/22 20/10/22 **Implementation** Creation of Scenes and Menu's 4/11/22 24/11/22 **Developing Level Design** 8/11/22 18/11/22 21/11/22 25/11/22 Developing Character Design & Movement **Developing Game Progression & Scene Transition** 25/11/22 29/11/22 Finishing Game Design (SFX, VFX, Lighting, etc) 1/12/22 3/12/22 **Testing** Release Game to Test Group 3/12/22 3/12/22 **Recieve Feedback From Testers** 5/12/22 5/12/22 Implement Design Changes Based On Feedback 5/12/22 9/12/22 **Submit Finished Work** 9/12/22 13/12/22 Insert new rows ABOVE this one



