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| Number | Action | Time Period | Resources | Deliverables | Person Responsible | Requirements |
| 1 | Kick-off | 9.11-13.11 | Commissioner Meetings & Team Discussions | Game Synopsis, {team,action,test} plans | Whole Team |  |
| 2 | Game Design | 16.11-20.11 | Meeting Content，Course Content | Game Design Document | Papamanolis | 1 |
| 3 | Initial Game Specification | 23.11-27.11 | Game design document, course content | Draft of all the game features we will implement | TBD | 1, 2 |
| 4 | Technology Testing & Development | 23.11-30.11 | Game design document, Course Content |  | Whole Team | 2, 3 |
| 5 | Gameplay Structure | 23.11-4.12 | Game Design Document, Course Content, Tutorials, Team Discussions |  | Whole Team | 2, 3, 4 |
| 6 | First playable | 23.11-4.12 | Tutorials | First playable | Whole Team | 4, 5 |
| 7 | Presentation | 7.12-9.12 | Game design document, First playable | Presentation | TBD | 2, 3, 4, 5, 6 |
| 8 | Integration with Audio | 7.12-18.12 |  |  | Baksteen | 2, 3, 6 |
| 9 | Beta | 7.12-18.12 |  | Game prototype | Whole team | 2, 3, 6, 7, 8 |
| 10 | Bug Testing/Test Results | 4.1-15.1 |  | Release, Project Documentation | Whole team | 2, 3, 6, 9 |
| 11 | Wrap up | 4.1-19.1 | Game design document, | Presentation of final product | TBD | 2, 3, 9, 10 |

**Action Plan**