

## Initial Road Map

- **September 26:**
  - Finalize project pitch ;)
  - AI integrity statement
  - Git repository creation
- **October 31:**
  - Complete storyboard and concept art
  - Project roadmap
  - Requirements document
  - Business case
- **December 5:**
  - Barebones gameplay MVP/Proof of concept
  - Testing plan and initial testing suite
  - Required documentation
- **January 31:**
  - MVP of complete gameplay loop
  - Intermittent user testing
  - Test environment
- **February 28:**
  - Extended gameplay components
  - Implemented art & sound design
  - Continued user tester
- **March 31:**
  - Finalized game
  - Finalized documentation

## Revised Road Map, April 4, 2025

- **September 26:**
  - Finalize project pitch ;) (completed)
  - AI integrity statement (completed)
  - Git repository creation (completed)
- **October 31:**
  - Complete storyboard and concept art (completed)
  - Project roadmap (completed)
  - Requirements document (completed)
  - Business case (completed)
- **December 5:**
  - Barebones gameplay MVP/Proof of concept (completed)
  - Testing plan and initial testing suite (completed)
  - Required documentation (completed)
- **February 14:**
  - Test environment (completed)
  - MVP of complete gameplay loop (completed)
- **February 21:**
  - Intermittent user testing (completed)
- **March 7:**
  - Begin gameplay tuning (ongoing)
  - Begin implementing feedback from user testing (completed)
- **March 25:**
  - Extended gameplay components (completed)
  - Implemented art (completed)
  - Sound design(completed)
  - Boss ghost (completed)
- **March 31:**
  - Finalized game(completed)
  - Finalized documentation(completed)