|  |  |
| --- | --- |
| Week starting | Tasks |
| 29th October | * Henry - Set up battery saver functionality + Take off event * Tom – Mascot functionality + 3d model control in the information screens within separate camera * Elliot - Crew Event |
| 5th November | * Henry - Stowaway event * Tom - Gondola Event * Elliot - Bad weather event |
| 12th November | * Henry – Landing event * Tom – Major event + research * Elliot – Home coming event |
| 19th November | * All – internal meeting to prepare for client meeting * All – Meeting with Basil Abbot |
| 26th November | * Henry – Update application UI icons to final version * Tom – Research * Elliot – AR Target designs |
| 3rd December | * Henry – Card designs * Tom – Populate information screens with research * Elliot – Poster Designs |
| 10th December | * All – Internal meeting to prepare for final client meeting * All – Meeting with Basil Abbot to present feature complete build |
| 17th December | * All – Final quality check and bug fix before submission |

**Task Timeline**

This timeline represents what we will spend our time on for each week of our project. Our sprints will run from Monday to Friday. At the end of this timeline we plan to have a feature full prototype and posters that we can present to our client. We have agreed a deadline of the 31st March to complete our application so that we can put it on the mobile app stores ready for release and distribution in July. Until this deadline we will focus on playtesting to polish and bug fix.