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| Week starting | Tasks |
| 24th September | * All – Assign tasks and create task timeline * All – Finalise task priorities for timeline * All – Set up/join unity collaboration project * All – Add all tasks to Jira and assign them to the appropriate person |
| 1st October | * Henry - Side menu animations * Tom - Horizontal collection sliding * Elliot – Set up unique trigger poster system * All – meet with university technologist to discuss printing. |
| 8th October | * All – internal meeting to prepare for client meeting * All – Meeting with Basil Abbot * All – Meeting with Peter Patterson |
| 15th October | * Henry – transitions from side menu to other screens * Tom – collection menu functionality * Elliot – Create generic inset AR effect |
| 22nd October | * Henry – volume controls and battery saver controls * Tom - collection screen mascot functionality * Elliot – unlock corresponding panel in collection menu and show button on camera screen |
| 29th October | * Henry – Create and optimise scrollable boxes for use in the information screens, including changing image based on scroll position * Tom – 3d model control in the information screens * Elliot – Hide viewfinder on AR detection and add help screen animation |
| 5th November | * All – internal meeting to prepare for client meeting * All – Meeting with Basil Abbot * All – Skype meeting with Peter Patterson |
| 12th November | * Henry – Set up battery saver functionality * Tom – Gondola Event * Elliot – Crew Event |
| 19th November | * Henry – Take off event * Tom – Stowaway event * Elliot – Bad weather event |
| 26th November | * Henry – Major event * Tom – Landing event * Elliot – Home coming event |
| 3rd December | * All – internal meeting to prepare for client meeting * All – Meeting with Basil Abbot to present feature complete build. |
| 10th December | * Henry – Create Card design * Tom - populate information screens with research * Elliot – Create poster design |
| 17th December | * Henry – Iterate and finalise card design * Tom - finish populating information screens with research * Elliot – iterate and finalise poster design |

**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 Sunday. 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.