

Week #	Week 12		Week 13 - Study Break		Week 14		Week 15	
From	13-Oct		20-Oct		27-Oct		03-Nov	
To	17-Oct		24-Oct		31-Oct		07-Nov	
ProectProject	5	0		0		0		0
ParkourGame [Name Pending]								
Tasks		0		0		0		0
Task 1	Reworking Movement based on Playtest Feedback		Reworking Crouch/Slide based on Playtest Feedback		Polishing & Refining Player Elements		Fully implemented playable demo - Blockout Alleyway/Factory Scene	
Task 2	Refining Animations to suit new movement		Wwise Audio Implemnetaion		Polishing/Refining Audio/Visual Elements		Small selection of fleshed out buildings	
Task 3	Implementing Particle Systems for game feel		Level Design Refinement		Fully Integrating photo mechanics with movement		Finalised and refined movement mechanics	
Task 4	Build Itch Page for submission		Refining photo mode (movement and placement)		Polish and Bug Fixing		Finalised phone mechanic and animations	
Task 5	Playtest Movement Tweaks		Playtest Changes		Playtest Changes		Finalised project ready for build and submission	
Deliverables		0		0		0		0
Deliverable 1	Reworked and tested basic movement with game feel		Reworked and tested advanced movement		Project tested and bugs squashed		Demo level built and playable	
Deliverable 2	Submission added to Learn and Itch Page		Implemented audio and tweaks to photo taking		Photo and Movement mechanics merged		Project final submission	