**Weekly Plan**

**Day 1:**

* Game concept fleshed out – how will it play? What do we need? What locations?
* Game scenario outline.
* Thumbnail sketches of game setting, ui (menus), gameplay layout, etc.
* Description of systems (get things in our HEADS).
* Setting up development pipeline – cordova & github on each pc
* Build presentation – 2pm → reflect on feedback.

**Day 2:**

* UI design and creation.
* Create game loop – test in cordova.
* Create gender selection → test.
* Game writing – characters, dialogue options, responses, score weighting & branches.
* Environment & character art creation.

**Day 3:**

* Start to create character interactions – when tap on a character, menu pops up – 3 stages of dialogue (Initial statement → option → response → option(unless chose exit or character does not want to talk anymore.))
* More environment art and character art.
* Prepare for second presentation.

**Day 4:**

* Continue creating character interaction code? → push dialogue.
* Revise characters and dialogue – refine.
* More environment and character art.
* Start implementing art into the game → character art, background art, etc.

**Day 5:**

* Bug testing → find as many issues as possible.
* Continue refining dialogue.
* Continue pushing art and dialogue into the game.
* Work on any bugs that arise.

**Day 6:**

* More bug testing & finding fixes.
* Prepare Final presentation.
* Push remaining art and dialogue into the game.
* Look for any areas for polish and act on them.