# IMED Project 2 Project Plan

1. Work on Project II Evaluations during different time periods and free-time periods. Friday is a good day to do a lot more since there are no classes that day.
2. Attempt to make it to all required and non-required meetups regarding IMED 498 (including BYOP days).
3. Get in touch with Project Advisor. **DO NOT BE NERVOUS TO CONTACT THEM**!
4. Weekly Journals should be done before Midnight on Sunday.
5. Have a Game Design Document (Evaluation #1) prepared by **Week 6**.
6. Work within chosen Game Engine for playable game (Evaluation #3) + Object Inventory (Evaluation #2).
7. Have Object Inventory prepared by **Week 10**.
8. Have a playable game ready by **Week 14**.
9. Finish up any other tasks as well.
10. Put playable game on Resume.