

**In the first week of your game development project, focus on laying a strong foundation for the entire process. Here's a detailed breakdown of what you should do during this period:**

**Day 1-2:** Clarify and Define Concepts

**Refine Core Concepts:** Review your initial ideas and refine the core concepts of the game. Ensure clarity on the gameplay mechanics, art style, and overall theme. If there are any ambiguities, address them now.

**Create a Vision Document:** Write a concise vision document that encapsulates the essence of your game. Define the goals, target audience, unique selling points, and the emotional experience you want players to have.

**Day 3-4:** Team Building and Roles

**Assemble Your Team:** If you're working with a team, finalize your team members. Assign roles and responsibilities based on their skills and expertise. Establish clear lines of communication and set expectations.

**Hold a Kick-off Meeting:** Conduct a team meeting to discuss the project vision, goals, and individual roles. Establish a shared understanding of the project's direction and the importance of teamwork.

**Day 5-6:** Planning and Research

**Create a Project Plan:** Outline a rough development timeline, breaking down tasks into smaller, manageable chunks. Use project management tools like Trello, Asana, or Jira to organize tasks, assign responsibilities, and set deadlines.

**Market Research:** Research similar games, especially those inspired by Legacy of Goku and featuring rhythm-based combat. Analyze what works well in these games and understand player expectations. Identify your unique selling points.

**Day 7:** Prototyping and Concept Art

**Create a Basic Prototype:** Start working on a basic prototype of the game to test the core mechanics. Focus on the rhythm-based combat system, even if it's minimal at this stage. This will help you validate your ideas early.

**Begin Concept Art:** If you have an artist on your team, start creating rough concept art for characters, environments, and enemies. This will help solidify the game's visual style and guide further development.

## **Week 1 Summary:**

**Clear Vision:** Ensure everyone on the team understands the game's vision and goals.

**Team Structure:** Establish a functional team with defined roles and open communication channels.

**Planning:** Develop a preliminary project plan, breaking down tasks and setting deadlines.

**Prototype:** Begin building a basic prototype focusing on rhythm-based combat mechanics.

**Art Direction:** Initiate the creation of concept art to define the game's visual style.

By the end of the first week, you should have a clear direction, a functional team, and initial progress in both game mechanics and artistic direction. Building this strong foundation will set the stage for the following weeks of development.