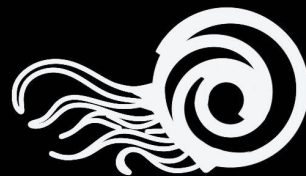


Team Nautilus



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The Shipwreck Protocol



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Team Nautilus Roles

TL1	Kenny	Bosses
TL2	Sam	Level Design & Puzzle
TL3	Davin	UI
TL4	Shawn	Items & Audio
TL5	Alice	Enemies & Art
TL6	Ben	Input & Movement

[illegible]



Prewrite - Kenny TL 1

Kenny		
Item	Complete	Notes
Gantt Chart (Finished or close)	<input type="checkbox"/>	
Test Plan (30+ Tests)	<input type="checkbox"/>	
Prefab w/ Documentation	<input checked="" type="checkbox"/>	Boss
Dynamic Binding	<input checked="" type="checkbox"/>	State functions
Copyright Violation	<input checked="" type="checkbox"/>	Fireball Sprite
Pattern (one big or two small)	<input checked="" type="checkbox"/>	State machine

[illegible]



Prewrite - Sam TL 2

Sam		
Item	Complete	Notes
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	
Test Plan (30+ Tests)	<input type="checkbox"/>	
Prefab w/ Documentation	<input checked="" type="checkbox"/>	
Dynamic Binding	<input checked="" type="checkbox"/>	
Copyright Violation	<input checked="" type="checkbox"/>	
Pattern (one big or two small)	<input checked="" type="checkbox"/>	

[illegible]



Prewrite - Davin TL 3

Davin		
Item	Complete	Notes
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	
Test Plan (30+ Tests)	<input checked="" type="checkbox"/>	
Prefab w/ Documentation	<input checked="" type="checkbox"/>	Settings Menu
Dynamic Binding	<input checked="" type="checkbox"/>	Menu Sliders
Copyright Violation	<input checked="" type="checkbox"/>	Title Screen
Pattern (one big or two small)	<input checked="" type="checkbox"/>	Observer

[illegible]



Prewrite - Shawn TL 4

Shawn		
Item	Complete	Notes
Gantt Chart (Finished or close)	<input type="checkbox"/>	
Test Plan (30+ Tests)	<input type="checkbox"/>	
Prefab w/ Documentation	<input type="checkbox"/>	
Dynamic Binding	<input type="checkbox"/>	
Copyright Violation	<input type="checkbox"/>	
Pattern (one big or two small)	<input type="checkbox"/>	

[illegible]



Prewrite - Alice TL 5

Alice		
Item	Complete	Notes
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	
Test Plan (30+ Tests)	<input type="checkbox"/>	
Prefab w/ Documentation	<input checked="" type="checkbox"/>	Enemy
Dynamic Binding	<input checked="" type="checkbox"/>	State functions
Copyright Violation	<input checked="" type="checkbox"/>	Logo
Pattern (one big or two small)	<input checked="" type="checkbox"/>	State

[illegible]



Prewrite - Ben TL 6

Ben		
Item	Complete	Notes
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	
Test Plan (30+ Tests)	<input checked="" type="checkbox"/>	
Prefab w/ Documentation	<input checked="" type="checkbox"/>	Player
Dynamic Binding	<input checked="" type="checkbox"/>	State functions
Copyright Violation	<input checked="" type="checkbox"/>	Attack Icon (mobile)
Pattern (one big or two small)	<input checked="" type="checkbox"/>	State

Mobile Build (Android)



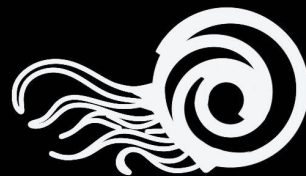
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Areas of Improvement

- **Level Design**
 - **Puzzles**
 - **Difficulty**
 - **Distinct areas**
- Items
 - Player upgrades
- Enemies / Bosses
 - More variety

Team Nautilus



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Questions?