Key Dates & Possible Obstacles

Alongside the work schedule detailed in the Gantt chart, I've decided to give myself some key deliverables at specific deadlines to help ensure I'm staying on track:

14 / 07 / 2024
Post prototype to itch.io for public playtesting

30 / 07 / 2024
Update prototype on itch.io based on feedback from public & mentor

17 / 08 / 2024
Prototype complete and ready for final submission

Some possible obstacles I foresee in the second half of this project:

- **Scope Creep**, I feel like it will be easy to want to add more to the game which will delay the schedule.
- **Sound Design**, definitely a weakness of mine, it may take more time than anticipated, but is very important.
- **Polishing**, this part may also take more time than I have planned.
- **3D Gamedev Workflow**, as this is my first 3D game, I'm still learning and making mistakes.