




























**Koal-A Duty Project Plan**

Alexander, Zachary

Kramer, Tyler

Noble, Eric

Travis, Evan J.

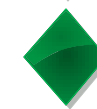
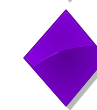
1-Nov-13	8-Nov-13	15-Nov-13	22-Nov-13	29-Nov-13
 Basic Graphical Elements 1.0  Control Implementation  Level Layout Prototyping  Object Relational Diagram  Screen Flow Diagram  Mechanic Design  World/ Enemy Design	 Basic Graphical Elements 2.0  Items  Jump Mechanics  Navigation/ World Building	 Enemies, Bosses  Projectile Mechanics  Level Design/Implementation	 Backgrounds  Sound Effects/ Music  Mechanics Testing  Mechanics Implementation  Transitions  Level Testing	 Beta Test  Additional Art  Enemy AI  NPC Completion
6-Dec-13	13-Dec-13			
 GAME DEMONSTRATION  Fine Tuning	 FINAL DOCUMENTATION			

**Legend**

Task/ Objective



Class Deadlines

Art:  
EricSoftware Development:  
TylerLevel Design:  
ZachGroup/ Project Management:  
Evan