

ITC 383  
**Koal-A Duty Project Plan**  
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 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: Eric
	Software Development: Tyler
	Level Design: Zach
	Group/ Project Management: Evan