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| **Design** | **Duration** |  |
| Write first draft of GDD | 2 days | Create initial outlines and information for concept |
| Write second draft of GDD | 1 day | Refine the initial outlines and information for concept |
| Write tutorials/instructions | 5 days | Write up tutorial / instruction elements in-game to guide player or give player tips |
| Write the story/lore | 3 day | Write up the story of the game. Make it brief but clear |
| Write dialogue | 1 day | Write up any dialogue that may be used in-game |
| **Level Design** | **Duration** |  |
| Create level design document | 1 day | Create document outlining the designs the levels will follow |
| Create first level layout | 3 days | Use the Level Design Document to create the first level |
| Create second level layout | 2 days | Use the Level Design Document to create the second level |
| Create third level layout | 5 days | Use the Level Design Document to create the third level |
| **Programming** | **Duration** |  |
| Script Enemy AI Logic | 7 days | Create logic for the AI (Dealing Damage, Receiving Damage, Death, etc.) |
| Script Wave Spawning Logic / Game Rules Logic | 7 days | Create logic for spawning entities into the game efficiently, along with refining the rules the game will play by. |
| Script UI elements and menus | 3 days | Script the necessary functions for UIs and Menus |
| **Concept Art** | **Duration** |  |
| Environmental Concept Art | 2 days | Create art for the game world / area the game will take place in / art to get a feel for the game world. |
| Creature Concept Art | 5 days | Create art for the characters in-game to aid themes and concepts of those characters |
| **3D Modeling** | **Duration** |  |
| Model Staff for Player Character | 5 days | Model, texture and import model of Staff for player character |
| Model Energy Tank for Player Character | 5 days | Model, texture and import model for Energy Tank for player |
| **QA** | **Duration** |  |
| Test gameplay elements and check for mechanic exploits | 3 days | Test in-game mechanics for exploits to be fixed before presentation |
| Test level geometry and check for level exploits | 3 days | Test in-game level layout for exploits and bugs to be fixed before presentation |
| Test menu and UI elements | 1 day | Test in-game UI and menus for exploits and bugs to be fixed before presentation. |