need:

- Dialogue (two characters speak each other, when clicks dialogue text, trigger animations, enable to pick between multiple responses)

- Mini games (segment1, 2, 3, scoring system)

- Menu (3 npc with profiles, level system)

- Passage of time (time passing system, calendar system)

Week1 (5/30 ~ 6/4) Dialogue system (1. two characters speaking system 2. When clicks the text, trigger simple animations, 3. Character enable to pick between multiple responses)

Week2 (6/5 ~ 6/11) Mini games (1) - fixed camera, input system, segment 1 (it will be decided by what we select ex) cut horizontal line, turn a knob)

Week3 (6/12 ~ 6/18) Mini games (2) - segment2, segment3, scoring system

Week4 (6/19 ~ 6/ 25) Passage of time (calendar, time system)

Week5 (6/ 26 ~ 7/ 2) Menu (Show 3 npc and profiles, connect with systems)