12/05

23/05

28/04

14/04

Continue modelling designs

31/03

Write roughly half of GDD

Finish programming movement and grapple mechanics

17/03

Finish final design concepts

Finish white box VSD level

03/03

Report on 2ndhand Market Research

Develop key story moments

Create final design concepts

17/02

Set up team resources

Begin rough concept arts

Familiarize with blueprinting

Beyond 23/05

19/05

05/05

21/04

07/04

Begin modelling designs

Program weapon fire for player

24/03

Begin programming movement and grapple mechanics

10/03

Continue final design concepts

Review story

Begin white box VSD level

24/02

Finish rough concept arts

Begin 2nd hand market research

10/02

Meet the team

Agree on basic concept