**10/02**

Meet the team

Agree on basic concept

Set up team resources

**24/02**

Finish rough concept arts

Begin 2nd hand market research

**10/03**

Continue final design concepts

Review story

Begin white box VSD level

**24/03**

Begin programming movement and grapple mechanics

**07/04**

Begin modelling designs

Program weapon fire and swap for player

**21/04**

Continue modelling designs

Program enemy attacks

**05/05**

Merge designs into VSD

**19/05**

Playtest

Patch bugs

**Beyond 23/05**

Develop rest of game with alternate levels.

**17/02**

Set up team resources

Begin rough concept arts

Familiarize with blueprinting

**03/03**

Report on 2ndhand Market Research

Develop key story moments

Create final design concepts

**17/03**

Finish final design concepts

Finish white box VSD level

**31/03**

Write roughly half of GDD

Finish programming movement and grapple mechanics

**14/04**

Continue modelling designs

Program enemy spawns and movement

**28/04**

Finish modelling designs

Program menu and UI

**23/05**

VSD Submission

**12/05**

Merge designs into VSD

Write rest of GDD