**07/03**

Develop key story moments

Begin creating final design concepts

Begin to program enemies

Program door and key mechanics

**Beyond 23/05**

Develop rest of game with alternate levels.

**10/02**

Meet the team

Agree on basic concept

Set up team resources

**28/02**

Finish rough concept arts

Report on 2nd hand market research

Program movement mechanics

**14/03**

Continue final design concepts

Begin white box VSD level

Continue to program enemies

**28/03**

Write roughly half of GDD

Program weapon fire and swap for player

Finish programming enemies

**11/04**

Continue modelling designs

Feature testing

**25/04**

Finish modelling designs

**09/05**

Playtest

Patch bugs

Focus on Assignments

**23/05**

Polish

**17/02**

Set up team resources

Begin rough concept arts

Familiarize with blueprinting

**21/03**

Finish final design concepts

Finish white box VSD level

Continue programing enemies

**04/04**

Begin modelling designs

Program menu and UI

**18/04**

Continue modelling designs

**02/05**

Write rest of GDD

Merge designs into VSD

**16/05**

Focus on assignments