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| **WEEK** | **DATE** |  | | **ROOM A214** | **Key Milestones** | |
| 1 | 30TH January | PROJECT LAUNCH | | **GROUPS 1 - 12** 9:00 AM TO 11:00 AM  **GROUPS 13 -23** 11:OO AM TO 1:00 PM  **ALL LEVEL 5 PROJECT MANAGERS 2:00 - 3:00 PM ROOM A201** | | |
| 2 | 6th February | SPRINT WEEK 1 | | **GROUPS 1 - 12** 9:00 AM TO 12:00 AM  **GROUPS 13 -23** 12:OO AM TO 3:00 PM | | Upload your completed Brief Sheet to GitHub |
| 3 | 13th February | SPRINT WEEK 2 | | **GROUPS 1 - 12** 9:00 AM TO 12:00 AM  **GROUPS 13 -23** 12:OO AM TO 3:00 PM | |  |
| 4 | 20th February | SPRINT WEEK 3 | | **GROUPS 1 - 12** 9:00 AM TO 12:00 AM  **GROUPS 13 -23** 12:OO AM TO 3:00 PM | |  |
| 5 | 27th February | SPRINT WEEK 4 | | **GROUPS 1 - 12** 9:00 AM TO 12:00 AM  **GROUPS 13 -23** 12:OO AM TO 3:00 PM | |  |
| **6** | **6th March** | **PITCH** | | **Minimum Viable Product Student Pitch.** | | |
| 7 | 13th March | SPRINT WEEK 1 | | **GROUPS 1 - 12** 9:00 AM TO 12:00 AM  **GROUPS 13 -23** 12:OO AM TO 3:00 PM | |  |
| 8 | 20th March | SPRINT WEEK 2 | | **GROUPS 1 - 12** 9:00 AM TO 12:00 AM  **GROUPS 13 -23** 12:OO AM TO 3:00 PM | |  |
| 9 | 27th March | SPRINT WEEK 3 | | **GROUPS 1 - 12** 9:00 AM TO 12:00 AM  **GROUPS 13 -23** 12:OO AM TO 3:00 PM | |  |
| 10 | 3rd April | SPRINT WEEK 4 | | **GROUPS 1 - 12** 9:00 AM TO 12:00 AM  **GROUPS 13 -23** 12:OO AM TO 3:00 PM | | **Submission of Playtested Video Walkthrough to Itch.Io** |
| **EASTER VACATION** | | | | | | |
| 11 | 1st May | SPRINT WEEK 1 | **GROUPS 1 - 12** 9:00 AM TO 12:00 AM  **GROUPS 13 -23** 12:OO AM TO 3:00 PM | | |  |
| 12 | 8th May | **FINAL PITCH** | | | | |
| **FRIDAY MAY 10TH**  Final Walkthrough of game uploaded to Itch.io All students upload their individual Postmortems to Github. | | | | | | |