* Embrasure Design Info
  + What the game is about
    - Character – urban explorer
    - Goes to glass factory
    - Finds elevator, goes down it
      * Elevator falls, traps him on bottom floor
    - Has to find stairs to get back up to first floor
  + Gameplay
    - Must solve puzzles, avoid monsters to escape
    - Must find batteries to keep flashlight lit
    - Scary, tense atmosphere
      * Use sound and visuals to achieve tense atmosphere
* Team Roles
  + Faez – puzzle/level design
    - Present puzzle/level ideas
  + David – art and sound asset creation and acquirement (will move to coding after art/sound assets are complete)
    - Present art and talk about art ideas/direction
  + Victor – Coding/Prototype development
    - Present/talk about prototype you are working on
  + Liam – General Manager, Coding/prototype development
* Estimated Schedule:
* Estimated Time for Individual Jobs
  + Improving Monster AI – 2 to 3 days
  + Level Design - 1 to 2 weeks
  + Art/Music Design – 1 to 2 weeks
  + Story Writing – 3 days
  + Coding (includes testing and play testing) – 2 to 3 weeks
* Tentative Schedule
  + Pre-Planning/Planning – 1 week
    - Map out level designs
    - Gather art/music resources, determine what resources need to be created
    - Plan basic code structure
    - Create outline for story
  + Design Phase – 1 week – 1.5 weeks
    - Create level maps
    - Create any needed art or sound assets
    - Fill in outline of the story
  + Iteration 1 – 1 week to 2 weeks
    - Creation – 1 week
      * Write code for the game
      * Finish any leftover art/music assets
      * Finalize story
    - Testing – 2 to 3 days
      * Playtest code/get player feedback on game
    - Revision – 5 days
      * Finish initial coding
      * Make modifications to game based on player feedback
  + Iteration 2 – 5 days
    - Finalizing – 3 days
      * Finish coding game (code will go through one more revision after this)
      * By this time, all art/music/story assets should be finished
    - Testing – 2 days
      * Playtest code/get player feedback on game
  + Iteration 3 – 5 days
    - Make revisions to game based on Iteration 2’s player feedback
    - Finalize code
      * Make sure everything works properly
      * Put finishing touches on it
      * Set it up in Drop Box
    - Publish Game
  + Estimated Time to Completion – 4.5 weeks