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| Week 17 | Đạt( game and level designer) | Phúc( programmer) | Trúc( graphic designer) | Quân( sound producer) |
| Week 9 | * Finding information about the gaming industry, collect statistics from famous games, trends,… to have an orientation of the project | | | |
| Week 10 | Find sample of games related to the idea of the project, collect interesting idea from other games, learn from their past experience in order apply to the project | Watch tutorial and do only course about C#, java script ,.. that teach how to code for game using unity engine. | Constantly communicating with game designer to understand the more about the concept of the game and gameplay so as to create a suitable graphics for the game | Still have nothing to do much regarding sound making, maybe try to create some random sound track and looks for information about game to provide for the group |
| Week 11 |
| Week 12  Week 13 | Intended to come up with a gameplay and story for the game in this week, draw a detailed planning about the project, with naming convention like this:  -all folder name with one word  -files are all capital letter | Write scrip for the game with the idea consultant game designer, together discuss about what should be done for the project | Work with game designer to discuss about the character design and game graphics  In order to begin drawing | Work with game designer to make the suitable sound track for the game as well as do some research about the gaming industry to find the suitable platform to publish the game. |
| Week 14  Week 15  Week 16 | Spend this time to work on the game and try to complete at least 70% of the game while trying to find ways to advertise our project:  Week 14: focus on the project concept, get the artist guy to design: Menu, player character, enemy, gameplay feature(HUD)  Week 14,15: work on model and game texture and how they interact with other object in game(light, collision,..)  Week 16: put everything together to form a game | | | |