course **Building Serious Games** – 2013
IN4302TU – 5 ECTS

draft calendar

	week	start	Milestones	tasks & goals	Deliverables
1	46	11.11	**kick-off**	acquaintance with project, team forming, discussion and decision on game assignment	**15.11**: game synopsis **15.11**: team and action plan
2	47	18.11	**game design**		**22.11**: game design document
3	48	25.11			
4	49	2.12	**first playable**		**6.12**: game prototype
5	50	9.12		plenary session, feedback from all colleagues	**13.12**: mid-term presentation
6	51	16.12	**beta**		**20.12**: game prototype
7	2	6.1			
8	3	13.1	**release**		**17.1**: game prototype **17.1**: project documentation
9	4	20.1	**wrap up**		**21.1**: final presentation

This document is just a draft, meant to be further completed, adjusted and approved according to your own team's detailed action plan