Execution Situation of Hogwarts Nights

	Task	D	Finials and											No	DV.									
Task		Progress	Finished	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28 29
Planning and Design	Story Creation	Completion of a story idea, story outline and ending branching setting	Ø																					
	Game Design Documentation	Complete game design documentation including story flow, key scenes, branching options, and ending decisions	Ø																					
	Technical Testing and Selection	Complete testing on whether renpy or rpgmaker suits the project requirements. Choose to use renpy for development	Ø																					
	Collecting Materials	Collection of materials including pictures, music, sound effects																						
Development	Writing Code	Writing game logic code	\square																					
		Developing branching storylines and endings	\square																					
Testing and Refinement	Internal Testing	Finish fixing bugs found during testing																						
	User Testing	Complete inviting external users to test the game and collect feedback	otin																					
	Adjust Game Content	Complete adjusting game content based on user feedback	Ø																					
	Optimisation and Performance Tuning	Fully integrated gameplay to ensure all branches and endings run smoothly	Ø																					
	Write Help File	Write game help file and user manual	\square																					