Execution Situation of Hogwarts Nights

Task		Progress	Nov [Dec										
			Finished	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	1
Planning and Design	Story Creation	Completion of a story idea, story outline and ending branching setting	otin																								
	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																									
		Developing branching storylines and endings	Ø																								
Testing and Refinement	Internal Testing	Finish fixing bugs found during testing																									
	User Testing	Complete inviting external users to test the game and collect feedback	Ø																								
	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	Ø																								
Packaging and Publishing	Zip and Publish	Finish zipping the game and publishing it on the Git Hub.	Ø																								
	Play	Complete the test about downloading the zip from Git Hub players can use it properly.	Ø																								