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| **Week** | **Day** | **Date** | **Tasks** | **Hours Estimated** |
| 1 | July 3 | Thursday | Create Player Movement and Controls | 2 |
| 1 | July 4 | Friday | Create some basic puzzle mechanic for the game | 2 |
| 2 | July 10 | Thursday | Allow for the player to pick up some items | 1 |
| 2 | July 11 | Friday | Allow the player to have some sort of inventory system to store the picked up item | 2 |
| 3 | July 16 | Thursday | Add the Win Condition for the game | 2 |
| 3 | July 17 | Friday | Implement the Locked Doors and Keys that unlock the Doors. | 2 |
| 4 | July 24 | Thursday | Create the main Dialogue script the handles Dialogues | 2 |
| 4 | July 25 | Friday | Create more function that triggers different dialogues appear | 2 |
| 5 | July 31 | Thursday | Implementation of the last mechanic of the game, Quiz game | 3 |
| 5 | Aug 1 | Friday | Work on the main title screen + UI | 2 |
| 6 | Aug 7 | Thursday | Create a basic stage 1 by combining all the mechanics together. | 2 |
| 6 | Aug 8 | Friday | Refining of some of the game mechanics so its working properly | 2 |
| 7 | Aug 12 | Tuesday | Create the Map of the game along with box colliders | 3 |
| 7 | Aug 14 | Thursday | Refining on the UI of the game + custom sprites for the game | 3 |
| 7 | Aug 15 | Friday | Final Testing and refining of the game, producing of the video and making sure that everything runs smoothly | 3 |