Project Timeline

Key:

Anthony

Harri

Both

Week 0: 23rd to 27th of June

* [Anthony] Proposed major project with presentation to Sophy Smith
* Initial planning and research.
* Setting up story and ideas, creating timeline.
* Creating initial prototype of VR development

Week 1: 28th of June to 4th of July

* Design game, set up story + gameplay.
* Create 3-4 pieces based on ideas/mood boards.
* Begin compiling list of sound effects.
* Begin implementing audio plugins to engine and integrate a HD environment into the project

Week 2: 5th to 11th of July

* Compiling resources.
* Record sound effects.
* Begin FMOD tutorials
* Begin integrating interaction elements to the environment world

Week 3: 12th to 18th of July

* Begin FMOD implementation into engine with Resonance Audio
* Add composed audio to the development
* Create sound code for new FMOD components

Week 4: 19th to 25th of July

* Begin introduction and development of story elements in the world
* Spatialise music and create music based on story elements

Week 5: 26th of July to 1st of August

* Begin development and implementation of distribution plan
* Begin making pieces adaptive in FMOD.
* Record Binaural Opening

Week 6: 2nd to 8th of August

* Implementing impact noises
* Record voice acting
* Design story elements for actual gameplay
* Start character controller and scene loading

Week 7: 9th to 15th of August

* Experimentation with implementing music: object based?
* Begin working on FMOD coding into game
* Finish up character controller and scene loading

Week 8: 16th to 22nd of August

* [Anthony] Focus shift to dissertation
* Continuing implementation
* Begin planning commentary

Week 9: 23rd to 29th of August

* Refining implementation and code.
* Begin writing up commentary

Week 10: 30th of August to 3rd of September

* Finishing pieces and implementation

Week 11: 4th of September to 11th

* Test running project to make sure it works
* Bug fixing
* Have first draft of commentary completed

Week 12: 12th of September to 19th

* Have user testing of game and gather results
* Writing final draft of commentary

Week 13-14: 20th of September to 30th

* Refine everything!
* Complete final draft