

Nome dell'attività	2022															
	gen	feb	mar	apr	mag	giu	lug	ago	set	ott	nov	dic	gen	feb	mar	apr
<input checked="" type="checkbox"/> <b>Hypogeum</b>																
<input checked="" type="checkbox"/> Preliminary phases																
Game concept																
Marketing research																
<input checked="" type="checkbox"/> Game design																
Design																
First game prototype																
<input checked="" type="checkbox"/> Graphics																
Characters models																
World elements models																
Textures																
<input checked="" type="checkbox"/> Audio																
Musics																
Sound effects																
<input checked="" type="checkbox"/> Game development																
<input checked="" type="checkbox"/> Development																
Networking																
Artificial Intelligence																
Matchmaking and Ranking system																
Player control systems (movement and shooting)																
Game logic																
Microtransactions and in-game purchases																
Testing																
Future updates																
<input checked="" type="checkbox"/> GUI																
Game UI																
HUD																
Trailer																
Gameplay																

[illegible]

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	gen	feb	mar	apr	mag	giu	lug	ago	set	ott	nov	dic	gen	feb	mar	apr
Storyboard																
Prototype																
Playtesting																
Alpha																
Beta																
Open beta																
<input type="checkbox"/> Release																
Game release																
Maintenance																

