

AV-XXX

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Task	Description	Time Estimate	Date Cmpltd.
Create/Assemble Artwork	Create and assemble all basic sprites to be used in the game.	3-4 Hours	11/18/2017
Import Artwork	Import all sprite objects into Game Maker in basic placeholder objects	1 Hour	11/19/2017
Create dev room and create player object	Create a test room for testing/creation. Create player object with movement.	2 Hours	11/20/2017
Create enemy objects and create projectile attacks	Create enemy object and basic movement. Create projectile attack interaction for player and enemies.	2-3 Hours	11/21/2017
Create puzzle, trap, obstacle objects and interactions	Create puzzle, trap, and obstacle objects interactions towards the player.	3 hours	11/22/2017

Create first level	Create first level with tiles, objects all placed and set.	2-3 hours	11/25/2017
Create second level	Create second level with tiles, objects all placed and set.	2-3 hours	11/26/2017
Create third level	Create third level with tiles, objects all placed and set.	2-3 hours	11/26/2017
Create boss objects	Create boss objects with special attacks.	2-3 hours	11/27/2017
Create start/end game menu screens	Create game start menu and end menu.	1 Hour	11/27/2017
Test phase #1, fix any bugs	Test game with full playthrough, fix any bugs found	2 Hours	11/28/2017
Test phase #2, fix any bugs	Test game with full playthrough, attempt odd interactions, fix any bugs found	3 Hours	11/29/2017
Test phase #3, finalize game for submission	Final full playthrough, finalize and ready	3 Hours	11/30/2017
	game for completion.		