AV-XXX

Allen Owen

Vuong Le

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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 |

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| 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. |  |  |