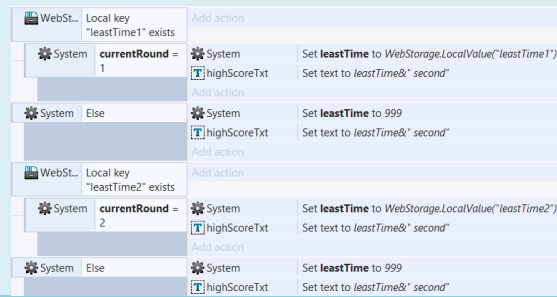


Process One (Plan Design and Arts) Time consumption (Week 1 - 2)	
Game story definition	2 days
Game logic definition	1 day
Character definition	1 day
Draft and prototype	2 days
Art work of stage	2 days
Art work of character	2 days
Art work of elements	2 days
Art work of background and accessories	1 day
Client communication and Milestone meeting	1 day

Process Two (Alpha Version) Time consumption (Week 3 - 7)	
Build title screen	4 days
- Flying cloud	1 day
- Jumping rabbits	1 day
- Moving grass	1 day
- Play button	1 day
Levels Option screen	2 days
- Round 1 selection	1 day
- High score of round 1	1 day
Main screen	2 days
Load parameter for different level Number of eagles:5 Speed of eagles:450	2 days
Create eagle	1 day
Eagles fly to rabbits frequently	1 day
Eagles catching rabbit	2 day
Eagles carting rabbit vertically to out of layer	1 day
Carrots could be dragged, ready for shot	1 day
Carrots shotting	1 day
Carrots hit eagle (with explosion effect)	2 day
Carrots does not hit eagle	2 day
Rabbit lay out to grass	1 day

Rabbit caught by eagle on flying	1 day
Rabbit caught by eagle successfully out of layout	1 day
Rabbit be saved (reset the rabbit)	1 day
When eagle number reduce to 0 (winner action: again or go next level)	1 day
When carrot number reduce to 0 (loser action: again)	1 day
When rabbit number reduce to 0(loser action: again)	1 day
Milestone 2 Client meeting	5 days

Process Three (Beta Version)	Time consumption (Week 8 - 10)
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Back to title	1 day
Test Alpha related functions	1 day
Round 2 selection	1 day
Test Alpha related functions	1 day
High score of round 2	1 day
If locked, in round 2	1 day
Test Alpha related functions	1 day
Particular in level2 Number of eagles:7 Speed of eagles:600	3 days
Can tweet simultaneously	2 days
Eagles fly to rabbits randomly Case number of rabbits on the stage: 4→choose(1,2,3,4) 3→ if 1 gone then choose(2,3,4) if 2 gone then choose(1,3,4) if 3 gone then choose(1,2,4) if 4 gone then choose(1,2,3)	5 days

2→ if 1 2 gone then choose(3,4) if 1 3 gone then choose(2,4) if 1 4 gone then choose(2,3) if 2 3 gone then choose(1,4) if 2 4 gone then choose(1,3) if 3 4 gone then choose(1,2) 1→choose the last one	
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Optimization of explosion effect: Add Fade behaviour to explosion effect	3 days
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Test Alpha related functions	1 day
Next level (set eagle more speedy and increase the number of eagle)	2 days
High score (The playing time lower than high score, then replace to save) 	2 days
Final documentation (Presentation and Final Audit)	3 days