**Game project time schedule Ben Willcox**

**ITE 505**

**Note:** A lot of this is subject to change, even after week one I made a good amount of changes in here because of the work that I had done and the experience I had.

Week 1:

* Initial decision making and finalization

Week 2:

* Learning and viewing documentation and tutorials. Initial knowledge acquisition, as well as starting the game and programming player movement.
* Start creating models (continued throughout the project for the most part.)
* Laying out framework for the game

Week 3 (Jan. 30th-Feb. 5th):

* Level design
  + Models for levels (Blender)
    - Such as cubes, blocks, ramps, etc.
    - Also using ProBuilder addon for Unity
  + Model for player
  + Main menu
  + If there is time, do options menu
    - Specific details for that include FOV, sound

Week 4 (Feb. 6th-12th):

* Start looking into saving game to drive/basic save function per player
  + Continue pause/main menu work
* Learn more about fun level features
  + Moving platforms, lava pits/spike traps,

Week 5 (Feb. 13th-19th):

* Animation work for main player model, and any other additional ones I feel I have time for
* Study and implement sound design (movement, damage sound, etc.)
* Increased attention to detail (materials, textures)
  + Will be using a lot of free textures to save time

Week 6 (Feb. 20th-26th):

* Combine textures/materials to new level and player mechanics
  + Combined work of weeks 4 and 5

Week 7 (Feb. 27th-March 5th):

* Goal is to have at least 3 working levels done, as well as:
  + 3 working levels includes a mostly polished tutorial level
  + 2 player models
* Implement a menu for choosing unlocked content
  + If I have time, this will be unlocked additional playable characters

Week 8 (Mar. 6th-12th):

* Continue implementing a save feature for the user (for unlockable characters)
* Work on user manual

Week 9 (Mar. 13th-19th):

* Vacation week
* “Bonus time” that I will spend on bug fixing and starting some beta/newer levels
* Work on user manual (finalize if possible)

Week 10 (Mar. 20th-26th):

* Continued work on additional levels and unfinished work
  + Additional levels tend to be time consuming

Week 11 (Mar. 27th-Apr. 2nd):

* Ensure .exe and related files to run the game are in order
  + If not, add modules to the Unity Explorer/figure it out
* Finalize game sounds
* Finalize game menu

Week 12 (Apr. 3rd-9th):

* Continued game work
* Finalize user manual
* Finalize project report

Week 13 (Apr. 10th-16th):

* Continue work on final submissions (listed in the week below)
* No more new content in the game for now, just work on finalizing a product
* Finalize project journal (for the most part)

Week 14 (Apr. 17th-23rd):

* Project report, commented source code, user manual, project journal, post-mortem, and presentation are all due on the 25th
  + Finish all of these