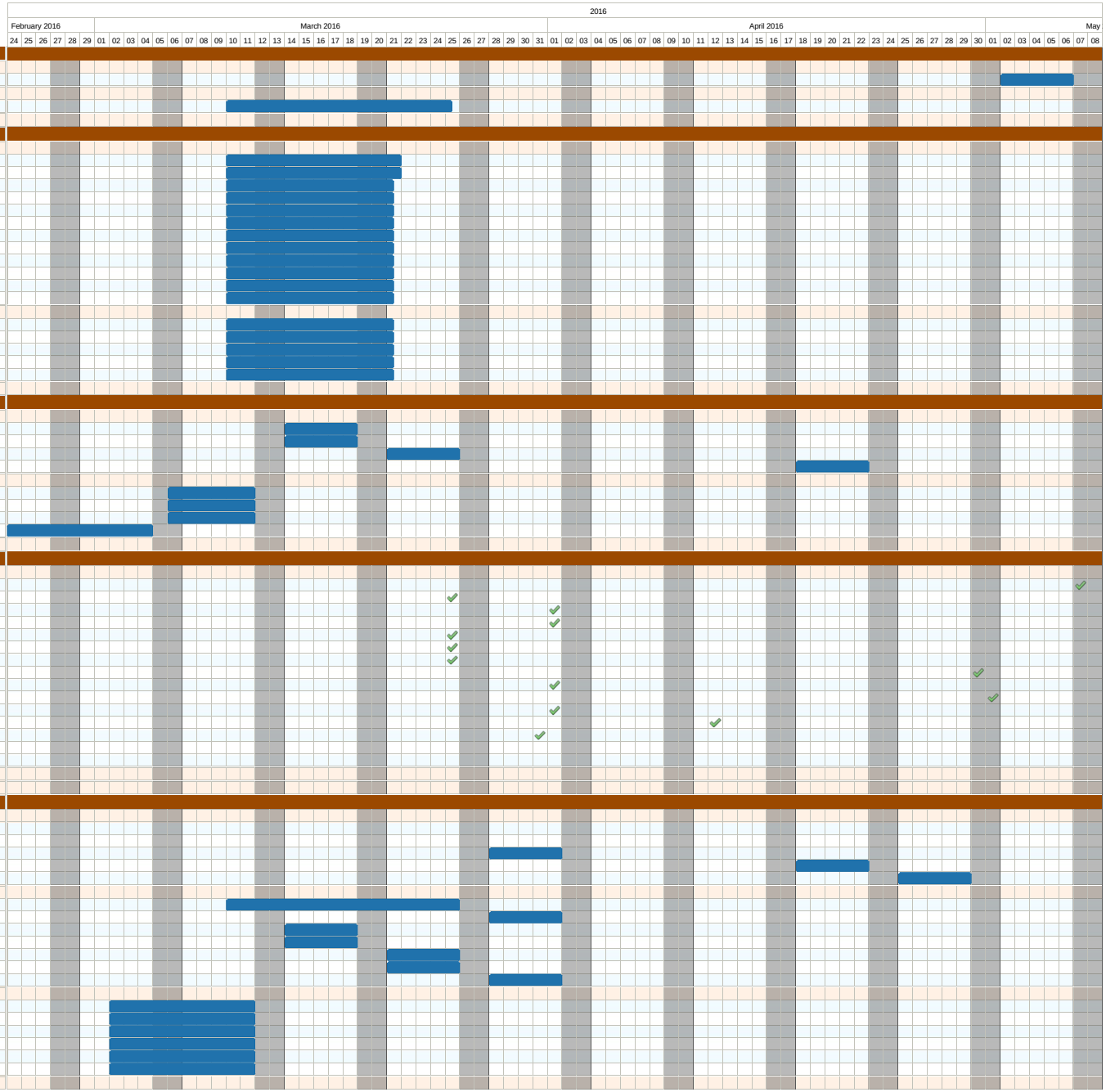
Card	Label(s)	Member(s)	Description	Start	End
Business/Writing					
To do				05-02-16	05-06-16
Powerpoint		Victor Chu, ...		05-02-16	05-06-16
Doing				03-10-16	03-25-16
Reach deal with Audio P...		Victor Chu		03-10-16	03-25-16
Done					
Game Design Document					
To do				03-10-16	03-21-16
Story, Setting, and Char...		Victor Chu, ...		03-10-16	03-21-16
Controls		Victor Chu, ...		03-10-16	03-21-16
Artificial Intelligence (AI)		Maxwell R ...		03-10-16	03-21-16
Detailed Level Mission D...		Victor Chu, ...		03-10-16	03-21-16
Cutscenes		Victor Chu, ...		03-10-16	03-21-16
Scoring, Cheats, Easter ...		Maxwell R ...		03-10-16	03-21-16
Localization Plan		Victor Chu, ...		03-10-16	03-21-16
Major Event Planning		Victor Chu, ...		03-10-16	03-21-16
Technical Summary		Maxwell R ...		03-10-16	03-21-16
Miscellaneous		Victor Chu		03-10-16	03-21-16
References		Victor Chu		03-10-16	03-21-16
Game Modes		Victor Chu, ...		03-10-16	03-21-16
Doing				03-10-16	03-21-16
Game Name		Victor Chu		03-10-16	03-21-16
Project Overview		Victor Chu		03-10-16	03-21-16
Asset List (Art)		Aubrey Pos...		03-10-16	03-21-16
Interface		Victor Chu, ...		03-10-16	03-21-16
Combat		Maxwell R ...		03-10-16	03-21-16
Done					
Level Design & Graphic Design					
To do				03-14-16	04-22-16
Reward Chest Model (Pl...		Abbie Neuf...		03-14-16	03-18-16
Character Models (enemi...		Abbie Neuf...		03-14-16	03-18-16
Animation (Sprite Sheet...		Abbie Neuf...		03-21-16	03-25-16
Cutscene creation		Abbie Neuf...		04-18-16	04-22-16
Doing				02-24-16	03-11-16
Elevator Path Textures (...		Abbie Neuf...		03-06-16	03-11-16
Background Textures (M...		Abbie Neuf...		03-06-16	03-11-16
Level Textures (Platform...		Abbie Neuf...		03-06-16	03-11-16
Sketch (Maze)		Abbie Neuf...		02-24-16	03-04-16
Done					
Milestones					
To do				03-25-16	05-07-16
Project finalized				05-07-16	05-07-16
Music deal reached				03-25-16	03-25-16
Combat system done				04-01-16	04-01-16
Game Environment done				04-01-16	04-01-16
Game Mechanics Prototy...				03-25-16	03-25-16
Maze prototype done				03-25-16	03-25-16
Platformer prototype done				03-25-16	03-25-16
Testing done				04-30-16	04-30-16
Level design complete				04-01-16	04-01-16
Graphic design complete				05-01-16	05-01-16
GDD complete				04-01-16	04-01-16
Maze design complete				04-12-16	04-12-16
Platform design complete				03-31-16	03-31-16
Alpha reached					
Beta reached					
Doing					
Done					
Programming					
Testing				03-28-16	04-29-16
Write unit tests wheneve...		Victor Chu, ...			
Bi-Weekly code peer revi...		Victor Chu, ...			
Alpha test -- minimum fu...		Victor Chu, ...		03-28-16	04-01-16
Beta test -- full functiona...		Victor Chu, ...		04-18-16	04-22-16
Final bug check		Victor Chu, ...		04-25-16	04-29-16
To do				03-10-16	04-01-16
Enemy AI		Maxwell R ...		03-10-16	03-25-16
Puzzle Challenges/Comb...		Donovan Br...		03-28-16	04-01-16
Elevator randomly gener...		Victor Chu, ...		03-14-16	03-18-16
Pathing algorithm - Vect...		Victor Chu, ...		03-14-16	03-18-16
Import models (maze & p...		Victor Chu, ...		03-21-16	03-25-16
Apply textures (maze & ...		Victor Chu, ...		03-21-16	03-25-16
Apply animations		Maxwell R ...		03-28-16	04-01-16
Doing				03-02-16	03-11-16
Base Assets (Platformer ...		Victor Chu, ...		03-02-16	03-11-16
Collision boxes/detection...		Victor Chu, ...		03-02-16	03-11-16
Base Assets (Maze Scen...		Victor Chu, ...		03-02-16	03-11-16
Collision boxes/detection...		Donovan Br...		03-02-16	03-11-16
Math Challenges/Comba...		Maxwell R ...		03-02-16	03-11-16
Health System		Maxwell R ...		03-02-16	03-11-16
Done					



project: Business/Writing, Game Design Document, Level Design & Graphic Design, Milestones, Programming

last update:

Activity

Due date