															2016							
Card	Label(s)	Member(s) Description	Start	End	February 201	7 20 20 24 4	m m o4 or o	05 07 00 00 40	14 42 42 4	March 2016	40 20 24 22	22 24 25 25	27 20 20 20	24 04 02 02	04 05 05 07 0	0 40 44 40	April 2016	17 18 19 20 21	22 22 24 5	r ar ar an ar	20 04 02 02	Mr
Business/Writing	Cabel(s)	member(s) bescription			24 25 26 2	7 28 29 01 0	12   03   04   05   0	06 07 08 09 10	J   11   12   13   1	14   15   16   17   18	8 19 20 21 22	23 24 25 26	27 28 29 30	31   01   02   03	04 05 06 07 0	8 09 10 11 12	13 14 15 16	17 18 19 20 21	22 23 24 2	5   26   27   28   25	30 01 02 03	04   05   06   07   0
To do Powerpoint		Victor Chu	03-23-16	05-06-16 05-06-16																		
Game screen flow diagra		VICIO CHIL,	03-23-16	04-01-16																		
In Progress Reach deal with Audio P		Victor Chu	03-10-16	03-25-16																		
Done		VILIDI CIII	65-10-10	00-23-10																		
Approved																						
Game Design Document To do	:		03-10-16	03-25-16											1							
Story, Setting, and Char		Victor Chu,	03-10-16	03-25-16																		
Artificial Intelligence (AI)  Detailed Level Mission D		Maxwell R Victor Chu,	03-10-16	03-25-16																		
Cutscenes		Victor Chu,	03-10-16	03-25-16																		
Scoring, Cheats, Easter Localization Plan		Maxwell R Victor Chu	03-10-16	03-25-16																		
Major Event Planning		Victor Chu,	03-10-16	03-25-16																		
Technical Summary Game Modes		Maxwell R Victor Chu,	03-10-16 03-10-16	03-25-16																		
In Progress			03-10-16	03-25-16																		
Asset List (Art) Combat		Aubrey Pos Maxwell R	03-10-16 03-10-16	03-25-16																		
Done			03-10-16	03-21-16																		
Miscellaneous References		Victor Chu Victor Chu	03-10-16	03-21-16																		
Approved		Victor Chu	03-10-16	03-21-16																		
Game Name		Victor Chu	03-10-16	03-21-16																		
Project Overview Interface		Victor Chu,	03-10-16	03-21-16																		
Controls		Victor Chu,	03-10-16	03-21-16																		
Level Design & Graphic I To do	Design		03-16-16	04-01-16																		
Reward Chest Model (Pl		Abbie Neuf	03-16-16	03-25-16																		
Interface sprite sheet In Progress			03-28-16	04-01-16																		
Elevator Path Textures (		Abbie Neuf	03-12-16	04-01-16																		
Background Textures (M Character Models (enemi		Abbie Neuf	03-12-16 03-16-16	04-01-16																		
Level Textures (Platform		Abbie Neuf	03-10-16	03-25-16																		
Character Animation (Sp Background Textures (Pl		Abbie Neuf	03-25-16	04-08-16																		
Cutscene creation		Abbie Neuf	04-18-16	04-22-16																		
Done Approved			02-24-16	03-11-16																		
Sketch (Maze)		Abbie Neuf	02-24-16	03-04-16																		
Sketch (Platformer) Milestones			02-26-16	03-11-16																		
Pending			03-23-16	05-07-16																		
Music deal reached Maze initial demo done			03-25-16	03-25-16								4										
Platform design complete			04-01-16	04-01-16									~	<b>V</b>								
Level design complete  Game Environment done			04-01-16	04-01-16										<b>Y</b>								
Combat system done			04-03-16	04-03-16										<b>-</b>								
GDD complete Alpha reached			03-27-16 04-03-16	03-27-16 04-03-16									✓									
Maze design complete			04-12-16	04-03-16										~		-						
Beta reached Testing done			04-24-16 04-30-16	04-24-16 04-30-16															4		.0	
Graphic design complete			05-01-16	05-01-16																	~	
Project finalized Enemy Al complete			05-07-16	05-07-16																		✓.
Coded a pathing algorithm			03-27-16	03-27-16									<b>V</b>									
Programming ready for f 5 animations applied			04-03-16 04-06-16	04-03-16											4							
8 GDD Wiki pages compl			03-24-16	03-24-16								<b>4</b>										
Powerpoint complete  Approve current working			05-07-16 04-03-16	05-07-16 04-03-16										~								4
5 animations made			03-23-16	03-23-16								4		Ĭ								
Interface Sketch done Maze Textures complete			03-30-16	03-30-16									~	-								
Platformer Textures com			03-27-16	03-27-16									4									
Not Met Platformer initial demo d			03-20-16	03-20-16							9											
Met			03-01-16	03-25-16																		
Game Mechanics Prototy Talked to a few Audio Pr			03-25-16 03-05-16	03-25-16			A.					~										
Set up Github Wiki for G			03-01-16	03-01-16		<b>*</b>	Y															
Set up Trello Boards 4 character models made			03-01-16	03-01-16						~												
Maze Sketch complete			03-06-16	03-06-16			9	9														
Platformer Sketch compl Programming			03-13-16	03-13-16																		
Testing			03-28-16	04-29-16																		
Write unit tests wheneve		Victor Chu, Victor Chu,																				
Bi-Weekly code peer revi Alpha test minimum fu		Victor Chu,	03-28-16	04-01-16																		
Beta test full functiona Final bug check		Victor Chu, Victor Chu,	04-18-16 04-25-16	04-22-16																		
In Progress			03-10-16	04-01-16																		
Enemy Al Elevator randomly gener		Maxwell R Victor Chu	03-10-16	03-25-16																		
Pathing algorithm - Vect		Victor Chu,	03-16-16	03-25-16																		
Import models (maze & p Apply textures (maze &		Victor Chu, Victor Chu,	03-21-16 03-21-16	03-25-16																		
Puzzle Challenges/Comb		Donovan Br	03-28-16	04-01-16																		
Apply animations		Maxwell R	03-28-16	04-01-16																		
Doing Base Assets (Platformer		Victor Chu,	03-04-16	03-25-16																		
Collision boxes/detection		Victor Chu,	03-04-16	03-18-16																		
Base Assets (Maze Scen Collision boxes/detection		Victor Chu, Donovan Br	03-06-16 03-06-16	03-25-16 03-25-16																		
Done																						
Approved Health System		Maxwell R	03-04-16	03-18-16																		
Math Challenges/Comba		Maxwell R	03-04-16	03-18-16																		
project: Bus Des	siness/Writing, Game sign Document, Level sign & Graphic Design,	Activity	Due date																			

Design Document, Level
Design & Graphic Design,
Milestones, Programming
last update: