Table 1

Week	4	5	6	7	8	9	10
Date	8/1 - 8/7	8/8 - 8/14	8/15 - 8/21	8/22 - 8 /28	8 /29 - 9/4	9/5 - 9/11	9/12 - 9/18
Mechanism Design							
Map Design	█	█					
Enemy	█	█	█	█			
Cards	█	█	█	█			
Player	█	█	█				
Balance adjust					█	█	█
Narrative							
Story	█	█	█	█			
Performance			█	█			
Opening; Ending					█	█	
Program							
Foundational com	█	█					
Map	█	█					
Processing Logic				█	█		
Player Class		█	█				
Enemy Class		█	█	█	█		
Card Class		█	█	█	█		
Control and UI		█	█				
Art							
Map	█	█	█				
Player		█	█				
Enemy			█	█	█		
Cards				█	█	█	
UI	█	█	█				
Sound							
BGM	█	█	█	█	█	█	
Sound Effect	█	█	█	█	█	█	