**Sept. 3**

**Goal:**

Have the fungus system updated to the new version of unity / settle on using the old version. Familiarize myself with Fungus, plan out MVP story paths (Posidon/Apollo/Aphrodite/Zeus/Hera?) plan 6 date locations, outline minigames.

**Issues/New Goals:**

X

**Sept. 10**

**Goal:**

First Minigame done, write introductory dialogue, plan main progression paths / locations. Have plan for relationship progression & settle on game length (vacation, or thesis research?) have good endings and bad endings defined

**Issues/New Goals:**

X

**Sept. 17**

**Goal:**

Have relationship system implemented, be able to move between locations and progress through time. Be able to talk to people.

**Issues/New Goals:**

X

**Sept. 24**

**Goal:**

No strong goals – get ahead on work if I have time, but I’m going to be focusing on Grace Hopper this week.

**Issues/New Goals:**

X

**Oct. 1**

**Goal:**

Second Minigame done, be able to have conversations hold consequence (remember previous decisions) Add shop?

**Issues/New Goals:**

X

**Oct. 8**

**Goal:**

Add skills? Plan rate for Zeus interruptions / implement Zeus interruptions.

**Issues/New Goals:**

X

**Oct. 15**

**Goal:**

Third Minigame done, begin branching paths.

**Issues/New Goals:**

X

**Oct. 22**

**Goal:**

Branch Paths, implement Zeus interruptions.

**Issues/New Goals:**

X

**Oct. 29**

**Goal:**

Fourth Minigame done, begin playtesting, have majority of art done.

**Issues/New Goals:**

X

**Nov. 5**

**Goal:**

Adjust game based on playtesting response, have Hera start assigning bad ends.

**Issues/New Goals:**

X

**Nov. 12**

**Goal:**

Fifth Minigame done, start adding background characters.

**Issues/New Goals:**

X

**Nov. 19**

**Goal:**

Catch up on missed goals over Thanksgiving break, last minigame done.

**Issues/New Goals:**

X

**Nov. 26**

**Goal:**

Tidy up game / make it playable. Allow time for oh god finals prep.

**Issues/New Goals:**

X

**Dec. 3**

**Goal:**

Above and beyond goals / time for oh god finals prep.

**Issues/New Goals:**

X

**Dec. 10**

**Goal:**

Have MVP game complete, have basic box art/marketing pitch, have future progression timeline.

**Issues/New Goals:**

Too late! \*Evil Laugh\*