

Modules	Submarine Game				
	Milestone 1	Milestone 2	Milestone 3	Milestone 4	Final Presentation
Game Manager (Gameplay Cycle, Foundatinal Systems)					
Objects and Behavior Scripting (Implementation of Different Riddles)					
UI					
Particle System (Visual Polish of the Environment Feedback)					
Environment Design					
Sound					
Testing and Polish					
VR Interaction an Device Mapping					
Riddle Design and Validation (Gameplay Testing)					