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| **Project Milestones** | | |
| 18 – 22 Nov | Week 9 | Platestable Prototype with placeholder assets and a small non-procedural track |
| 25 – 29 Nov | Week 10 | Playtesting for game feel, adjusting, and working on composer |
| 2 – 6 Dec | Week 11 | Playtesting for game feel, adjusting, and working on composer |
| 9 – 13 Dec | Week 12 | Planning narrative beats. |
| 16 – 20 Dec | **Christmas** | |
| 23 – 26 Dec |
| 30 Dec – 3 Jan |
| 6 – 10 Jan | Null | Planning game beats and sawtooth curves. |
| 13 – 17 Jan | Null | Implementing game beats + group testing |
| 20 – 24 Jan | Week 13 | Implementing game beats + group testing |
| 27 – 31 Jan | Week 14 | Playtesting for how game beats/ difficulty curves/music feel and adjusting |
| 3 - 7 Feb | Week 15 | Playtesting for how game beats/ difficulty curves/music feel and adjusting |
| 10 – 14 Feb | Week 16 | Work on visual assets + build sound library for other sound effects (such as Dex’s voice, collecting dust, etc.) and make sure these work in the composer. |
| 17 – 21 Feb | Week 17 | Work on visual assets and work on procedural composer to make sure it feels slick. |
| 24 – 28 Feb | Week 18 | Work on completing all assets. |
| 2 – 6 Mar | Week 19 | Be asset complete – all backgrounds, character sprites done. |
| 9 – 13 Mar | Week 20 | Playtest and polish depending on feedback and where we’re at |
| 16 – 20 Mar | Week 21 | Playtest and polish depending on feedback and where we’re at |
| 23 – 27 Mar | Week 22 | Playtest and polish depending on feedback and where we’re at + also look at porting to mobile (help me Fraser is this feasible I have no idea how that works) |
| 30 Mar – 3 Apr | **Easter** | |
| 6 – 10 Apr |
| 13 – 17 Apr |
| 20 – 24 Apr | Week 23 | Playtest and polish depending on feedback and where we’re at |
| 27 Apr – 1 May | Week 24 | Finalise everything for hand-in |
| 4 – 8 May | Null | Hand in!!! |