

| Austin | M (In Class & at Home) [1] | Tu | W | Th | F | Sa | Sun | |
|---------|--|---------------------------------------|---|--|------------------------------------|--------------------------------------|---|--|
| Week 1 | 1H Discussing Topic | | 1 Hr Basic Tutorial | 1 Hr Video Call to discuss Game Objectives | | 1 Hr Materials Tutorial | | |
| Week 2 | 2Hr Tutorials | | | | | | | |
| Week 3 | 3Hr Force to move a cube / 1 Hr Collision / | 1.5 Hr Working on SkyBox | 30 min worked on skybox | 2 Hours worked on ship movement | 2 Hr Blueprint Jump start | 10 Hrs Programming Tutorial | 1 Hr Partical Systems | |
| Week 4 | 3.75Hr Fix Git related Issues | | | | | 2 Hours worked on ship movement | 8 Hr ship movement/ ship design/ ship burners | |
| Week 5 | 4 Hr Ship projectile rotation direction | | | | | | 10 HR ship movement | |
| Week 6 | 1 Hr Rapid Fire/Ship Rotation/ | | | | | | 5 HR ship aiming projectile | |
| Week 7 | 5 Hr Ship shooting straight, Sun lighting | 3 Hr created ship crosshair | | | | | | |
| Week 8 | 3 Hr Fixed AI ships | | | | | | | |
| Week 9 | 3 Hr End game menu | | | | | | | |
| Week 10 | 3hr FX | | | | | | | |
| Week 11 | | | | | | | | |
| Week 12 | | | | | | | | |
| Week 13 | | | | | | | | |
| Bijan | M (In Class & at Home) | Tu | W | Th | F | Sa | Sun | |
| Week 1 | 1H Discussing Topic | | | 1Hr Video Call | | 1Hr Story Boarding | | |
| Week 2 | 2Hr Tutorials | | 4Hrs tutorials | 1Hr Tutorials / Version Control | | 3Hr Test Game Project Using Git | | |
| Week 3 | 3Hr Force to move a cube | | 1.5Hr Adding Skybox | | 3Hr Added Planets/ Planet Textures | 1Hr Asset consideration in market | | |
| Week 4 | 3.75Hr Fix Git related Issues + 2Hr on lighting and Textures | | | | | | 4 Hr making Astroids Spawn | |
| Week 5 | 5 Hr AI UFO Pathing | 1Hr Ship Projectiles | | | | | Update Game with child actors | |
| Week 6 | 1 Hr Rapid Fire/Ship Rotation/ | | 2Hr Destructable Enemies / HUD Health(not finished) | | | | | |
| Week 7 | 3 Hr Ship shooting straight, Sun lighting | | | | 2HR AI Enemies | 4Hr Planet Shader and world settings | | |
| Week 8 | 3 Hr Fixed AI ships | | | | | | | |
| Week 9 | 3 Hr End game menu | 3 Hr on Cinematic / Fixing Explosions | | | | | | |
| Week 10 | 3hr FX | | | | | | | |
| Week 11 | | | | | | | | |
| Week 12 | | | | | | | | |
| Week 13 | | | | | | | | |