Report

Game name: Thardomar (temporary name)

Made by: Henk Gevers

Planning

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**Monday 4-3-19**

* Make a planning
* Get a git hub setup
* Search for assets

**Tuesday 5-3-19**

* Player movement
* Camera

**Wednesday 6-3-19**

* Level design
* Blockades (static and animated)
* Create the overworld
* Puzzles

**Thursday 7-3-19**

* Player animations
* Attacking
* Powerups
* Money
* Health
* Make level 2
* enemy

**Friday 8-3-19**

* Inventory system
* Boss enemy

**Monday 11-3-19**

* Health UI
* Main menu
* GUI
* In game menu
* Sounds

**Tuesday 12-3-19**

* Finish prototype
* Make a build
* Test plan
* Test form

**Wednesday 13-3-19**

* Testing
* Process feedback

**Thursday 14-3-19**

* Talk to Rene about the feedback from the test
* Apply feedback to the game
* Test game with a new build
* Evaluation form
* Self-reflection
* Check exams for forgotten stuff

**Friday 15-3-19**

* Finish last documents/ code if needed

Notes

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| Who | What | Where | When |
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