# Kitchen Chaos - Pre-Implementation Daily Plan

Based on Code Monkey’s Kitchen Chaos course on YouTube.  
Expanded to 8 levels with a fun story.

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| Date | Task | Progress Notes |
| 2025-07-13 | Define game genre, audience, and monetization strategy |  |
| 2025-07-14 | Define core gameplay loop and kitchen themes |  |
| 2025-07-15 | Write first draft of Game Design Document (GDD) |  |
| 2025-07-16 | Write first draft of Game Design Document (GDD) |  |
| 2025-07-17 | Design level structure, upgrades, and item systems |  |
| 2025-07-18 | Sketch initial UI layout and screen flow (wireframes) |  |
| 2025-07-19 | Gather art style references and finalize visual direction |  |
| 2025-07-20 | Prepare technical architecture diagram and script list |  |
| 2025-07-21 | List all required assets (art, sound, animations) |  |
| 2025-07-22 | Prepare and test a Unity prototype for core loop |  |
| 2025-07-23 | Prepare and test a Unity prototype for core loop |  |
| 2025-07-24 | Implement version control and cloud backup |  |
| 2025-07-25 | Adjust prototype based on testing and feedback |  |
| 2025-07-26 | Prepare mobile platform optimization checklist |  |
| 2025-07-27 | Review progress and finalize implementation plan |  |