

# Project Two: Work Schedule

Group Name: Team X

Members:

- Husam Suoamra (Producer)
- Zeng Yang (Designer)
- Jordi Trejo (Artist)
- Brian Goldstein (Programmer)

Title of the Game: **Beat Blitz**

Task	Task Description	Time Estimate	Due Date	People Assigned
Initial Game Concept Discussion	Discuss and finalize the game concept, features, and mechanics.	4 hours	03/29/2024	All Team Members
Level Design and Structure	Plan the layout and structure of each level based on the concept document.	10 hours	04/01/2024	Zeng Yang & Jordi Trejo
Artwork Creation	Create sprites, backgrounds, and other visual elements for the game.	20 hours	04/06/2024	Zeng Yang & Jordi Trejo
Soundtrack Composition	Compose and create the soundtrack for the game.	12 hours	04/10/2024	Zeng Yang & Jordi Trejo
Game Mechanics Implementation	Start implementing core game mechanics such as player movement and obstacle interaction.	16 hours	04/15/2024	Brian Goldstein
Room Creation in Game Maker	Create individual rooms for each level using the Game Maker engine.	18 hours	04/17/2024	Brian Goldstein

Path Creation in Game Maker	Establish paths for moving objects like vehicles, pedestrians, and animals.	14 hours	04/21/2024	Brian Goldstein
Playtesting Session 1	Conduct the first playtesting session with a focus on initial gameplay experience.	6 hours	04/23/2024	All Team Members
Iterative Development	Based on playtest feedback, iterate on game elements to improve overall experience.	14 hours	04/25/2024	All Team Members
Regular Group Meetings	Schedule regular meetings to discuss progress, challenges, and plan next steps.	2 hours/week	Ongoing	All Team Members
Submit First Playable	Prepare and submit the first playable version of the game for review.	-	04/29/2024	All Team Members
Final Playtesting Session	Conduct a final playtesting session to identify and address any remaining issues.	8 hours	04/29/2024	All Team Members
Tuning and Optimization	Fine-tune game elements, address performance issues, and optimize for smoother gaming.	12 hours	04/29/2024	All Team Members
Write Final Documentation	Document the final version of the game, including features, mechanics, and instructions.	8 hours	04/29/2024	All Team Members