# Project One: Work Schedule

**Group Name:** Team X

**Members:**

* Husam Suoamra (Producer)
* Zeng Yang (Designer)
* Jordi Trejo (Artist)
* Bryant De Luna-Peralta (Programmer)
* Brian Goldstein (Programmer)

**Title of the Game:** RoboRunner

| **Task** | **Task Description** | **Time Estimate** | **Date Completed** | **People Assigned** |
| --- | --- | --- | --- | --- |
| Initial Game Concept Discussion | Discuss and finalize the game concept, features, and mechanics. | 4 hours | 2/9/2024 | All Team Members |
| Level Design and Structure | Plan the layout and structure of each level based on the concept document. | 10 hours | 2/12/2024 | Zeng Yang & Jordi Trejo |
| Artwork Creation | Create sprites, backgrounds, and other visual elements for the game. | 20 hours | 2/19/2024 | Zeng Yang & Jordi Trejo |
| Soundtrack Composition | Compose and create the soundtrack for the game. | 12 hours | 2/23/2024 | Zeng Yang & Jordi Trejo |
| Game Mechanics Implementation | Start implementing core game mechanics such as player movement and obstacle interaction. | 16 hours | 2/23/2024 | Bryant De Luna-Peralta &  Brian Goldstein |
| Room Creation in Game Maker | Create individual rooms for each level using the Game Maker engine. | 18 hours | 2/24/2024 | Bryant De Luna-Peralta &  Brian Goldstein |
| Path Creation in Game Maker | Establish paths for moving objects like vehicles, pedestrians, and animals. | 14 hours | 2/28/2024 | Bryant De Luna-Peralta &  Brian Goldstein |
| Playtesting Session 1 | Conduct the first playtesting session with a focus on initial gameplay experience. | 6 hours | 3/1/2024 | All Team Members |
| Iterative Development | Based on playtest feedback, iterate on game elements to improve overall experience. | 14 hours | 3/2/2024 | 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. | - | 3/12/2024 | All Team Members |
| Final Playtesting Session | Conduct a final playtesting session to identify and address any remaining issues. | 8 hours | 3/15/2024 | All Team Members |
| Tuning and Optimization | Fine-tune game elements, address performance issues, and optimize for a smoother gaming experience. | 12 hours | 3/16/2024 | All Team Members |
| Write Final Documentation | Document the final version of the game, including features, mechanics, and any special instructions. | 8 hours | 3/17/2024 | All Team Members |