Group 2: Meeting on Jan 8, 22, Feb 5, 12, Mar 4, 18, Apr 1, 4.

Phase 2: Phase 3: **Final Phase** Phase 1: **Grace Period** Market research Character development Promotional Video: Storyboard **Final Presentation** Wireframes of game Branding: Style/Imagery Storyboards of game **Game App Video Visual Compositions** Promotional Website: Sitemap Game App Video: Final Visual Prototype Wireframes Moodboards

Website Visual Compositions

Prototype Test

Promotional Website

User Testing

Game Prototype Video
Promo Website
Promo Video

Game App Prototype Video Planning

JAN FEB 03 04 05 06 07 08 22 23 02 03 04 05 06 09 14 15 16 25 27 User Feedback Game Sitemaps/ Idea Refined Client Client Review Sitemaps Of Game App, Wireframes Game Style, Imagery: Basic Layouts and Typography Game App Visual Compositions, Imagery, Game Character Development Revise



