8 (crazy) weeks plan

Week #1: Easy stuff first

- Feature: Turrets
    - Create the new turrets as described in the game design document;
    - Integrate the new turrets in the game;
    - Playtest the new turrets;
    - Produce the standard assets for the new turrets;

- Feature: Power-ups
    - Create the new power-ups as described in the game design document;
    - Integrate the new power-ups in the game;
    - Playtest the new power-ups;
    - Produce the standard assets for the new power-ups;

- Feature: Enemies
    - Create the new enemies as described in the game design document;
    - Integrate the new enemies in the game;
    - Playtest the new enemies;
    - Produce the assets for the new enemies;
    - Produce the standard assets for the new enemies;

Week #2: More planning

- Feature: Story
    - Produce a brief background story about the *Commodore*;
    - Produce a brief background story about the turrets;
    - Produce a brief background story about the aliens;
    - Produce a brief background story about the war between the humans and the aliens.

- Feature: Levels
    - Create a level design document that describes each level in terms of turrets, power-ups, enemies, waves, resources availability and other data like which world/environment, which elements are introduced for the first time and associated tutorials/tips, etc.

- Feature: World
    - Create the layouts (8) for the worlds;
    - Define which levels in a world must be completed to unlock a new World.

- Feature: Cutscenes

    - Produce the storyboards (9) for the cutscenes (intro, outro and worlds transitions) based on the main story.

- Feature: Level Endings
    - Produce storyboards (8) for the different level ending animations.

- Feature: Balance and tweaking
    - Revise the document describing the weapons and enemies properties to create a perfect balance.

Week #3: Plumbing & Textual assets

- Feature: Worlds
    - Generalize the actual worlds system to support different worlds;
    - Implements the layouts for the worlds manually;
    - Plug the transitions from a World scene to a Cutscene scene.

- Feature: Cutscenes
    - Create a new cutscene scene which support skipping back (go to the previous world) and forth (go to the next world);
    - Create the transition between a World and a cutscene and vice-versa;
    - Test the feature.

- Feature: Level endings
    - Generalize the actual level ending animations system to support different endings;
    - Add a new ending tag in the level descriptor;
    - Test an alternative ending.

- Feature: Levels
    - Add a new assets package tag in the level descriptor;
    - Test an alternative assets package.

- Feature: The *Commodore* quotes
    - Produce the quotes of the *Commodore* based on the background stories.

- Feature: Turret quotes
    - Produce the quotes of the turrets based on the background stories;
    - Implement the quotes of the turrets;
    - Tweak the turrets quotes system to display the quotes in an optimal way.

Week #5: Levels

- Feature: Levels
    - Generate levels layouts (50) with the level editor;
    - Create waves layouts manually for each level generated;
    - Finalize the level with the data from the level design document;
    - Plug the levels in the Worlds.

- Feature: Tutorial
    - Implement the tutorials elements described in the levels document in the actual tutorial system (i.e.: level descriptor).

- Feature: The *Commodore* quotes
    - Implement the quotes of the *Commodore* in the actual tutorial system (i.e.: level descriptor).

Week #6: Assets

- Feature: Levels
    - Produce environments assets as described in the design document, which include: backgrounds, enemies, turrets, things to protect and turrets placeholders, animations, sound effects, particle effects and music;
    - Package the environments assets in the package descriptor file;
    - Assign the environment assets to the levels.

- Feature: Cutscenes
    - Create the assets necessary for the cutscenes;
    - Implement the storyboards for the cutscenes (i.e. create the animations).

- Feature: Level endings
    - Create the assets necessary for the level ending animations;
    - Implement the level ending animations.

Week #7: Tweaks and playtest

- Feature: Balance
    - Implement the data described in the balance document;

    - Playtest the data described in the balance document.

- Feature: Levels
    - Playtest and tweak the levels;

- Feature: Enemies
    - Playtest and tweak the enemies;

- Feature: Power-ups
    - Playtest and tweak the power-ups;

- Feature: Turrets
    - Playtest and tweak the turrets;

Week #8: Polishing

- Change the help menu to include the new turrets, power-ups and enemies.
- Fix the mention bugs in the game design document;
- Remove the product key protection in the Windows release;
- Pass the XBLIG marketplace evil check list;
- Create a tiny shortcut system to go directly to an unlocked world.

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- Feature: Assets styles
    - Create the “realistic” assets style;
    - Create the “cartoonish” assets style;
    - Create the “black & white” assets style;
    - Create the “vectorial” assets style;
    - Create the “retro” assets style;
    - Create the “isometric” assets style;
    - Add each assets styles to the package descriptor;
    - Apply each assets style to some levels.

- Feature: Highscores
    - Capture the logged on user on the session as the name of the player;
    - Add a “submit highscore” button when a new highscore is made;
    - Implement the logic necessary to handle highscore submission;
    - Create the highscores webpages in PHP (with the database);

    - Create a global highscores scene where the player can see the highscores for each level;
    - Implement the logic necessary to handle global highscores fetching.

- Feature: Multiplayer
    - Add supports for multiple opened menus and inputs in the GUI;
    - Add player log in / log out in main menu;
    - Design specific multiplayer levels;
    - Change the help menu to include instructions for multiplayer;
    - Add supports for multiple mouse inputs (optional);
    - Test Xbox 360 integration.