

— Revised Gantt Chart - Jan 2023 onwards —

		JANUARY			FEBRUARY				MARCH				APRIL			MAY			JUN					
		16-22	23-29	30-5	6-12	13-19	20-26	27-5	6-12	13-19	20-26	27-2	3-9	10-16	17-23	24-30	1-7	8-14	15-21	22-28	29-04	04-11	12-19	
2	Planning and preparation																							
2.1	Finish GDD																							
2.2	ESSAY: background, deliverables, objectives																							
2.3	ESSAY: tools and project management																							
3	Basic prototype																							
3.1	Build key mechanics																							
3.2	Full game loop																							
3.2.1	Basic visuals																							
3.2.2	One sample character with dialogue and storyline in ink																							
3.3	ESSAY: Method of approach																							
4	Concept user testing																							
4.1	Write form for feedback on the design and story of the sample character								BUFFER TIME															
4.2	Send out form and prototype to testers																							
4.3	Compile results and analyse them																							
4.4	ESSAY: implementation of the MVP																							
5	Fixes and refinement																							
5.1	Identify achievable improvements to story and design based on user testing																							
5.2	Make improvements																							
5.3	ESSAY: LSEP issues																							
6	Finish game																							
6.1	Full art																							
6.2	Full sound																							
6.3	Multiple storylines: 2/3 characters to interact with																							
6.4	Add juice to interactions																							
6.5	Link ink story with Unity																							
6.6	Refactoring																							
6.7	ESSAY: implementation of the MAP																							
7	Final user testing																							
7.1	Write form for feedback on sample character - both concept and game mechanics																							
7.2	Send out form and prototype to testers																							
7.3	Compile results and analyse them																							
7.4	ESSAY: go through and review/improve previously completed sections																							
8	Finish project																							
8.1	Finishing touches to game following the latest round of user testing.																							
8.2	ESSAY: End of project report																							
9	Finish up deliverables																							
9.1	Poster																							
9.2	ESSAY: Project post mortem and analysis																							
9.3	ESSAY: final read through and improvements, check alignment with marking scheme.																							