Revised Gantt Chart - Jan 2023 onwards

ID	Task	JAN 9-15	16-22	23-29	30-5	FEB 6-12	13-19	20-26	MAR 27-5	6-12	13-19	20-26	27-2	APR 3-9	10-16	17-23	24-30	MAY 1-7	8-14	15-21	22-28	29-04
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					■																
4.2	Send out form and prototype to testers					■																
4.3	Compile results and analyse them						■															
4.4	ESSAY: implementation of the MVP					■	■															
	BUFFER TIME							■														
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															■	■					
	BUFFER TIME													■	■							
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.																				■	
	BUFFER TIME																					■