

(those are just examples), but the scope **must** be defined in the Technical Document (see conditions on the Technical Document below for further details)

- The game **must** present itself in a Danish and an English version involving a technical and practical solution to handle translations

Technical Conditions

- The game **must** be developed in Unity
- The game **must** be playable through the Unity web player. This means that you will have to consider load times and asset sizes carefully
- The game **must** be playable on a standard mid-range pc¹
- The game **must** be completed in the sense that it is optimized and can be played by others

April			May		
1	T	"Skærtorsdag"	1	L	
2	F	"Langfredag"	2	S	
3	L		3	M	Delivery: Design Doc, Production Doc, Prototype
4	S	"Påskedag"	4	T	Production Phase
5	M	"2. Påskedag"	5	O	<i>Consultation Group (on loc.)</i>
6	T		6	T	
7	O		7	F	
8	T		8	L	
9	F		9	S	
10	L		10	M	week 19
11	S		11	T	
12	M	Online Phase, Conditions	12	O	<i>Consultation Group (on loc.)</i>
13	T		13	T	"Kristi Him.dag"
14	O		14	F	
15	T		15	L	
16	F		16	S	
17	L		17	M	Uge 20
18	S		18	T	
19	M	week 16	19	O	<i>Publisher visit (on loc.)</i>
20	T		20	T	
21	O		21	F	
22	T		22	L	
23	F	(no deliveries)	23	S	"Pinsedag"
24	L		24	M	"2. Pinsedag"
25	S		25	T	Delivery: Final Game, Test Analysis Doc, Post Mortem
26	M	Preproduction Phase	26	O	
27	T		27	T	Evaluation (CPH)

¹ Check <http://unity3d.com/webplayer/hwstats/> for details on users hardware.