Final production schedule

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* What do I do each week to get it done?
  + 11/7-11/14:
    - Design 2D images- Map(Castle, Gold Mine, Farm, Market, Monastery, player screens, battlefield, and Lord card)
  + 11/14-11/21
    - Write story and rule
    - Print some 2D image and make it playable.
  + 11/21-12/1
    - Find 12 players to do playtesting.
  + 12/1-12/10
    - Final check and testing
* Weekly status reports
  + ~11/13
    - Expectation
      * Design 2D images- Map (Castle, Gold Mine, Farm, Market, Monastery), player screens, battlefield, and Lord card
    - Do
      * Write story
      * Design 2D images- Map (Castle, Gold Mine)
  + 11/14~11/21
    - Expectation
      * Create playable resources
      * Writing rule and story
    - Do
      * Design 2D images- Map(Farm, Market, Monastery), player screens, battlefield
      * Writing rule
  + 11/22~11/29
    - Expectation
      * Playtesting
    - Do
      * Upgrade 2D images- Map(Farm, Market, Monastery), player screens
      * Changing story and add new rule
  + 11/30~12/7
    - Expectation
      * Playtesting
    - Do
      * Playtesting
* where are we

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Design game | | | Alpha Testing | beta testing |
| Image | Rule &story | Playable resource | Playtesting | Playtesting |
| V | V | V | V | V |

* specific milestones and feature checks

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| --- | --- |
| Simultaneous Action Selection |  |
| Variable Phase Order |  |
| Variable Player Powers |  |
| Strategy |  |

* playtests / builds
* QA schedule
* Expectation
  + 11/21-12/1
    - Find 12 players to do playtesting.
      * Finally: 8 players to test and test 3 rounds
  + 12/1-12/10
    - Final check and testing