**BLADE OF FOLLOWING** (working title)Schedule

(times subject to change)

**Stage 1: Prototype (~2 weeks)**

* Complete Minimum Viable Product (MVP)
* Finish concept overview
* Upload to GameJolt and present to GameMaker Community
* **DUE DATE – September 19th, 2017**

**Stage 2: Alpha (~3 weeks)**

* Finish v1.0
* Write 10-page game design document
* **DUE DATE -- October 10th, 2017**

**Stage 3: Beta (~3 weeks)**

* Finalize 10-page game design document
* BETA TESTING BETA TESTING BETA TESTING
* **DUE DATE – October 31st, 2017**

**Stage 4: Gold (~1 week)**

* Port to mobile (iOS, Android) (if possible)
* Release to every digital distribution site possible
* Port to HTML5
* **DUE DATE -- November 7th, 2017**