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| Week 1 | | |
| Days | Tasks | Completion |
| 1 | Finalize game concept & mechanics in a design document |  |
| 2 | Sketch basic UI mock-ups and level layout |  |
| 3 | Create Unity project, set up folders |  |
| 4 | Build basic scene – 2D racetrack layout with placeholder runners and background. |  |
| 5 | Set up basic player character |  |
| Week 2 | | |
| Days | Tasks | Completion |
| 1 | Implement movement speed variables |  |
| 2 | Add timer-based question triggers every few seconds/meters. |  |
| 3 | Create speed stack logic |  |
| 4 | Display player speed visually with a UI bar or floating number. |  |
| 5 | Add player finish line logic and race-end condition. |  |
| Week 3 | | |
| Days | Tasks | Completion |
| 1 | Design UI panel for questions |  |
| 2 | Create script for loading random questions |  |
| 3 | Implement correct/wrong answer detection and connection to speed logic. |  |
| 4 | Create question timer |  |
| 5 | Add basic question bank |  |
| Week 4 | | |
| Days | Tasks | Completion |
| 1 | Create 2 AI runner prefabs. |  |
| 2 | Implement random but fair AI speed behaviour |  |
| 3 | Add visual indicators for progress in race |  |
| 4 | Test & balance AI speeds against player. |  |
| 5 | Display player position during race |  |
| Week 5 | | |
| Days | Tasks | Completion |
| 1 | Add pixel-style art for runners, track, background crowd. |  |
| 2 | Add crowd animation or small movement for life. |  |
| 3 | Design pickups |  |
| 4 | Implement pickups logic |  |
| 5 | Add simple visual/audio feedback when pickups are collected |  |
| Week 6 | | |
| Days | Tasks | Completion |
| 1 | Add start menu |  |
| 2 | Build pause menu and restart option. |  |
| 3 | Add end screen |  |
| 4 | Polish UI |  |
| 5 | Add sound effects for button clicks, race start, and pickups |  |
| Week 7 | | |
| Days | Tasks | Completion |
| 1 | Playtest and fix gameplay bugs, build and export your game. |  |
| 2 | Final review and backup all files |  |