Project Plan

This is a project plan showing when certain task should and will be completed within the certain timeframe, each and every member should be aware of when their part of the work is due. No work should be given later than the date given. The names in brackets indicate who is doing that specific task.

1. Proposal of two game idea’s: 27 January

2. High Concept Document: (Wandipa) 7 February

3. Designs and descriptions of our game world: (Hakeem) 7 February

4. Story and level progression document: (Wandipa) 14 February

5. Core gameplay elements and mechanics design document: (Matt) 14 February

6. User Interface design document: (Wandipa) 21 February

7. Sound design Document: (Hakeem) 21 February

8. Prototype: (Matt with assistance from partners if needed) Next Semester