Work Schedule Template

Group Name:
Bartok Buds

Members:
Martin Carignan

Anthony Lee

Frank Garcia

Sean Robinson

Game Name:
Colorful Heist

Task	Task Description	Time Estimate	Date Completed	People Assigned
Room artwork	Use pixel art software tool to create vivid images for background	10 hours	10/6/23	Anthony Lee
Character artwork	Use pixel art software tool to create fun and vivid characters and action frames	100 hours	10/11/23	Anthony Lee
SFX	Use online tool to create 8bit sfx to use for actions and events that happen in game	70 hours	10/11	Anthony Lee, Sean Robinson
Soundtrack	Find or produce a captivating soundtrack to play in the background on loop while the player is playing	40 hours	10/13/23	Frank Garcia
Level layout/design	Create and design the placement of	80 hours	10/9/23	Martin Carignan

	where certain platforms will be in the room and think of where the items,pickups, climbable blocks, and "finish line" will be placed to make sure there is challenge and there is room for fun for player when figuring out the pattern or path to complete level.			
Source Control	Set up and manage the Git for the team	15-20 min for set up	10/6/23	Frank Garcia
UI	Work on what the player can see in the HUD while playing and what is on the intro screen before the game starts	30 hours	1011/23	Anthony Lee, Sean Robinson
Programming in GameMaker	Self explanatory step. We put out plans to work by programming the objects and putting the art to the object	120 hours	10/9/23	Frank Garcia, Sean Robinson, Martin Carignan
Playtest	After a good amount of core mechanics are implemented to the game we can play test to see if any balancing is needed or if there needs to be some changes.	24 hours	10/27/23	Frank Garcia, Sean Robinson, Martin Carignan, Anthony Lee

Final Documentation	Document the mechanisms of the game, the reason for how we did somethings, our original approach and how we may have needed to change some things along the way.	24 hours		Frank Garcia, Martin Carignan
Game Tuning	Based on how the playtests went we will actually change some values to balance the game to be a bearable and fun experience for our final product	48 hours	10/31/23	Sean Robinson, Martin Carignan