

## **Project Schedule**

The development schedule outlines the sequence of tasks required to complete the game project. The schedule covers Weeks 5–14 of the semester and breaks down activities into art and code, ensuring parallel progress across narrative, gameplay systems, and visual assets.

### **Week 5 (9/22 – 9/28)**

#### **Art**

- Player sprite prototypes created.
- Item prototypes: incense, fireworks, gong + sticks, rope, mango, butterfly bracelet.

#### **Code**

- Implement basic player movement (choose between AWSD and mouse input).

### **Week 6 (9/29 – 10/5)**

#### **Art**

- Backgrounds and NPC concept art.
- Dialogue UI wireframe.

#### **Code**

- Implement Game Manager subsystem.
- Begin Inventory System.
- Implement Dialogue System (basic).

### **Week 7 (10/6 – 10/12)**

#### **Art**

- Additional backgrounds and NPC art.

- Refine early scene visuals.

#### **Code**

- Continue Game Manager and Inventory System integration.
- Expand Dialogue System (branching dialogue support).

#### **Week 8 (10/13 – 10/19)**

##### **Art**

- Develop Dialogue UI assets.

##### **Code**

- Complete initial Game Manager features.
- Inventory system stable prototype.
- Dialogue system linked to narrative scenes.

#### **Week 9 (10/20 – 10/26)**

##### **Art**

- Finalize Dialogue UI.

##### **Code**

- Refine Game Manager.
- Integrate Inventory + Dialogue with scene transitions.

#### **Week 10 (10/27 – 11/2)**

##### **Art**

- Enemy and NPC art.

## **Code**

- Implement the first Puzzle Subsystem (scene-based puzzle).

## **Week 11 (11/3 – 11/9)**

### **Art**

- General UI elements (menus, buttons).

### **Code**

- Implement Start Screen.
- Develop Island Selection UI (scene gateway).

## **Week 12 (11/10 – 11/16)**

### **Art**

- Final UI polish.

### **Code**

- Debugging and code refactoring.

## **Week 13 (11/17 – 11/23)**

### **Art**

- Final polish on sprites, backgrounds, and effects.

### **Code**

- Debugging gameplay systems.
- Prepare for integration testing.

## **Week 14 (11/24 – 11/30)**

**Art + Code**

- Final debugging, polish, and integration.
- Prepare a deliverable build for demonstration.