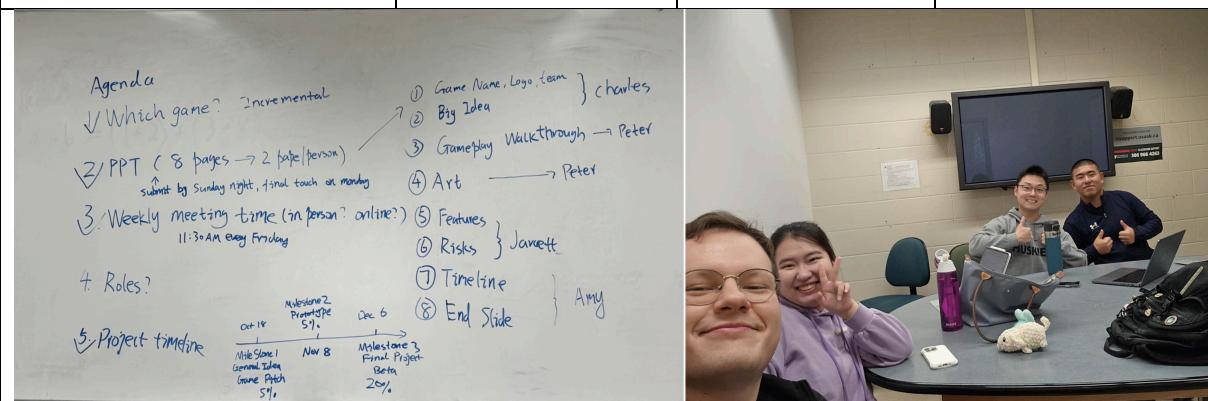


Task Description	Date	Duration	Other Contributors
Team Meeting #1 Brainstorming Session: <ol style="list-style-type: none"> Discussed potential game ideas Decided to develop an incremental game Listed all potential tasks and assigned task to each member My tasks were: research incremental games for gameplay inspiration 	October 4 th	60 mins	Whole team
Personal Research Session: <ol style="list-style-type: none"> Watched a couple of different incremental gameplay videos Played Cookie Clicker Wrote some gameplay features that are interested 	October 6 th	60 mins	N/A



Team Meeting #2 Key Planning Session: <ol style="list-style-type: none"> Finalized the game concept Every team member shared their research / ideas for the game Timeline created for future meetings and deadlines Divided and assigned presentation tasks to each team member My tasks were: prepare the slides for gameplay walkthrough and art ideas 			
	October 11 th	60 mins	Whole Team



Personal Task Session: <ol style="list-style-type: none"> Defined two roles of the game play Designed the basic game play rules Added potential features Prepared the slide for gameplay walkthrough 			
	October 13 th	120 mins	N/A

<h2 style="color: orange; text-align: center;">Gameplay Walkthrough</h2> <p>Roles: Player -> teacher, Enemies -> students</p> <p>How to Play:</p> <ul style="list-style-type: none"> • Basic Controls: <ul style="list-style-type: none"> □ Click or tap to throw exam sheets □ Use key combinations to launch advanced exams -> longer time to finish • Goal: Keep students from finishing exam papers. Complete papers -> lose health <p>Progression / Passive Income System:</p> <ul style="list-style-type: none"> • Earn EXP • Unlock/Upgrade Skills • Automatic Distribution 			
Personal Task Session: <ol style="list-style-type: none"> 1. Researched different incremental game focused on their color and art 2. Decided the color scheme and the cartoon character style 3. Prepared the slide for the art and character 	October 15 th	60 mins	N/A
Personal Task Session: <ol style="list-style-type: none"> 1. Wrote the scripts for presentation 2. Finalized the format for every 	October 17 th	90 mins	N/A

<h2>slide of our presentation</h2> <p>Let's dive into how the game works:</p> <ul style="list-style-type: none"> Players click or tap to throw exam sheets at students. By using key combinations, players can throw advanced exams for greater impact. The main goal is to prevent students from completing the exams Be careful: if too many students finish their exams, your health bar will start to drain. <p>As you keep distributing exams, you'll earn EXP. This can be used to unlock and upgrade abilities to enhance the gameplay:</p> <ul style="list-style-type: none"> Players can unlock faster exam distribution to stay ahead of the students. Upgrades allow them to throw multiple exams or longer exams in one go. <p>One of the game's rewarding features is the Progression / Passive income system. Even when players aren't actively clicking, they'll still earn rewards:</p> <ul style="list-style-type: none"> You can upgrade auto-exam throwers, which keep distributing exams even when you're not playing. Over time, passive EXP keeps accumulating, ensuring that players can continue progressing in the game, even when they take a break. 	<h3>Art – Character:</h3> <p>Teacher (Player Character):</p> <ul style="list-style-type: none"> A friendly but determined-looking teacher with a dynamic pose, holding a stack of exam sheets like they are powerful weapons. <p>Students (Enemies):</p> <ul style="list-style-type: none"> Different students with humorous facial expressions, ranging from panic to concentration as they try to finish their exams. <p>Health Bar:</p> <ul style="list-style-type: none"> Use a teacher's apple represent the player's health. The more questions the students finish, the more bites appear on the apple. <p>Keystroke/Combo Feedback:</p> <ul style="list-style-type: none"> Create a combo meter that looks like a chalkboard. Every successful click or key press could draw animated chalk marks or stars, indicating the streak. 	<h3>Art – Color Palette</h3> <p>Primary Colors:</p> <ul style="list-style-type: none"> Bright Yellow: Used for exam sheets to make them stand out as the primary action. This color symbolizes energy, grabbing the player's attention every time they throw an exam. Deep Red: Used for health bar and alerts when students finish their exams. This creates a sense of danger and urgency when players start losing health. Neon Blue: Used for special exams or upgraded abilities to indicate powerful actions, like launching a combo. <p>Secondary Colors:</p> <ul style="list-style-type: none"> Light Green: For successful actions or progress, such as throwing a perfect exam or achieving a combo. This is a rewarding color that makes players feel accomplished. Soft Orange: Used for combo streaks and feedback, giving a warm, positive feel that boosts engagement. Purple: Used for upgrade options or higher-level exams 	
Game Pitch Presentation: <ol style="list-style-type: none"> Delivered PowerPoint presentation to the class Received positive feedback from the professor 	October 18 th	5 mins	Whole Team
Team Meeting #3 Prototype Development Session 1.	October 25 th		
	November 1 st		
	November 4 th		
	November 5 th		
	November 8 th		
	November 15 th		
	November 22 nd		
	November 28 th		