**Frame of Production**

**10/1:** GDD with Frame of Production, Schedule, & Outline of Individual Responsibilities and Deadlines

**10/8:** Updated GDD with Game Overview Sheet, Refined Storyboard, 5 citations of games/websites/reading/literature/film that have influenced the game

**10/15:** Evidence of Progress, Definitive Schedule, Refined Game Overview Sheet & Image, Philosophical Question section

**10/22:** Evidence of Progress in line with blocked out schedule

**10/29:** Playtesting plans due, Three Week Trajectory

**11/5:** Playtesting Summary results and recommendations, Printed Project Posters

**11/12**: High quality edited HD 1920x1080 H264 mp4 video promotional trailer

**11/19:** Informal reviews

THANKSGIVING

**12/3:** End of the road

**Schedule/Responsibilities**

**Peregrin:** Protagonist/HUD/UI Code

**Dustin:** AI Code

**Alex:** Protagonist/Boss Art/Stage 1 Minion art

**Reginald:** Background/Stage 2 & 3 Minion art/Sound

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Peregrin** | **Alex** | **Dustin** | **Reginald** |
| **Oct 8** | Punch Knight start | Punch Knight | Movement patterns for minions | Level 1  Background |
| **Oct 15** | Punch Knight finish | Dragon Sitter | Rain and Sprinkler Bullet Patterns | Level 1 Boss Background  HUD v1.0 |
| **Oct 22** | Dragon Sitter start | Stage 1 Enemies | Boss 1 | Level 2  Background |
| **Oct 29** | Dragon Sitter finish | Stage 1 Boss | Boss 2 start | Level 2 Boss  Background |
| **Nov 5** | Tinker start | Tinker | Boss 2 finish | Level 3  Background  Character select |
| **Nov 12** | Tinker finish | “Mirror Mage” | Boss 3 start | Level 3 Boss  Background  Title screen |
| **Nov 19** | Mirror Mage start | Boss 2 | Boss 3 finish | Level 2 Baddies |
| **Nov 26** | Mirror Mage finish | Boss 3 | Debugging/  Stretch room | Level 3 Baddies |
| **Dec 3** | Debugging/  Stretch room | Last minute stuff | Debugging/  Stretch room | Last minute stuff |