

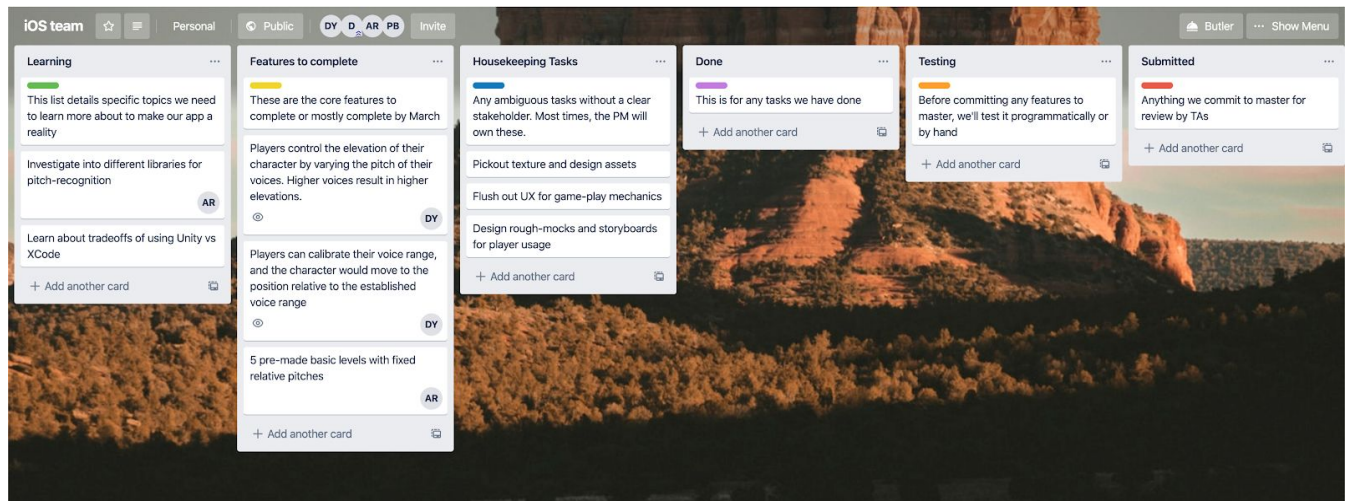
February Monthly Plan

Members: Andrew Rochat, David Yang, Peter Bang, David Lie-Tjauw

1. Role Assignment (2 Developers, 1 PM, 1 Tester):

- Andrew Rochat -- Dev1
- David Yang -- Dev2
- David Lie-Tjauw -- Product Manager
- Peter Bang -- Tester

2. Trello Board Screen Shot:



Weekly Task List

Week	PM	Dev 1	Dev 2	Tester
Feb 3 - Feb 9	Flush out UX and deliver rough mocks of how players would use app. Lead weekly sync	-Upload project to repo, best practice of .gitignore file for easy merging later	-Finalize on pitch-recognition library -finalize repo branching design	- Check voice recognition works along with the app -Test programmatically the application works
Feb 10 - Feb 16	Refine UX mocks Lead weekly sync	Start finding textures and map packs for level design	Create a sample app that reads voice input into analog based on pitch Create spirit that can be	Testing game-feel with the current setup. Adjust high-level coefficients as needed.

			controlled by pitch.	
Feb 17 - Feb 23	Lead weekly sync	Build custom levels with textures that fit the theme of the app	Create static obstacles. Start creating an Obstacle class	Testing game-feel: is it too difficult? Adjust game's margin of error allowance as needed.
Feb 24 - Mar 1	Conduct preliminary user studies and collect feedback Lead weekly sync	Integrate level design with the core game play with controlled spirit	Implement obstacle collision and death logic. Make obstacles dynamically generated via class	Final test any features we finish before March check-in