

Preliminary Schedule: *Impossible3*
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Week 0 – Week 4

- Game Set Up

Week 05

- Grid System
- Randomized Terrain

Week 06

- Movement System + Cover System (optional)

Week 07

- Clock System / 2 Bar Cooldown

Week 08

- Skill Bubble Trees
- Talent Trees

Week 09

- Combat & AI / Enemy Skill Design

Week 10

- Combat & AI / Enemy Skill Design

Week 11

- Textures / Character Design
- Lore

Week 12

- Alpha

Week 13

- Loot System
- Equipment System

Week 14

- Beta

Week 15

- Balancing
- Debugging

Week 16

- Final Presentation
- Celebrate