

Assignment 1 — Game Production Schedule

Game Concept: Mobile Endless Runner (2D). The player runs automatically and jumps over obstacles to achieve the highest score.

Milestones & Deliverables:

First Playable: Player movement (run & jump), one playable level, basic obstacles, simple UI (score & restart).

Alpha Build: Multiple obstacle types, improved level design, sound effects, basic menus.

Beta Build: Bug fixing, polish & balancing, final UI, performance optimization.

Work Breakdown Structure (First Playable):

Epic	Task ID	Task Description	Estimated Time
Player Movement	PM-1	Auto-run movement	8h
Player Movement	PM-2	Jump mechanic	6h
Player Movement	PM-3	Collision handling	6h
Level Blockout	LB-1	Basic level layout	10h
Level Blockout	LB-2	Add obstacles	8h
Level Blockout	LB-3	Level scrolling	6h
Basic UI	UI-1	Score display	6h
Basic UI	UI-2	Game over screen	6h
Basic UI	UI-3	Restart button	4h

Dependencies: PM-2 depends on PM-1; PM-3 depends on PM-2; LB-2 depends on LB-1; UI-2 depends on PM-3; UI-3 depends on UI-2.

Critical Path: PM-1 → PM-2 → PM-3 → LB-1 → LB-2 → UI-2 → UI-3.