

# Game Development Schedule

## Week 1: Conceptualization & Initial Design

- **Sept. 26 (Tuesday)**

- **Meeting:** Finalize game theme, dissect core functionalities and mechanics of the game

## Week 2: Core Development Phase

- **Oct. 3 (Tuesday)**

- **Meeting:** Evaluate progress from Week 1, adjust plans if needed
- Discussion & confirmation on core game mechanics and design

## Week 3: Enhancement & Debugging

- **Oct. 10 (Tuesday)**

- **Meeting:** Feedback session on core mechanics, suggestions for improvement
- Allocation of additional tasks and feature enhancements

## Week 4: Testing & Optimization

- **Oct. 17 (Tuesday)**

- **Meeting:** Discuss identified issues, directions for optimization
- Task allocation for game testing, ensure everyone tests the game

## Week 5: Final Preparations

- **Oct. 24 (Tuesday)**

- **Meeting:** Final check on all elements, ensure smooth gameplay on Unity Play
- Allocate final tasks

- **Oct. 30 (Monday)**

- Submit all components by 9 am

## Suggested Task Divisions:

1. **Character Design:** Develop visuals & animations for main chefs, assistants, customers, etc.
2. **Scene Design:** Define kitchen layout, props, obstacles, etc.
3. **Sound Design:** Background music, interaction sound effects, special event sounds.
4. **Core Gameplay Coding:** Player controls, task distribution, scoring system, etc.
5. **Testing & Optimization:** Playtesting, bug identification, and providing feedback for enhancements.

