

# Semester 2 Sprint Plan

Sprint No.	Week No.	Plans and Goals
1	Week 1	<ul style="list-style-type: none"> <li>First week of Alpha Phase.</li> </ul>
2	Week 2	<ul style="list-style-type: none"> <li>Limbs as weapons working.</li> <li>Main Menu screens all functional.</li> </ul>
3	Week 3	<ul style="list-style-type: none"> <li>UI complete. Rubiks mode functional.</li> </ul>
4	Week 4	<ul style="list-style-type: none"> <li>HUD complete.</li> <li>Skeleton animations all functional. Audio overhaul.                             <ul style="list-style-type: none"> <li>New skybox.</li> </ul> </li> <li>Additional level content added.</li> <li>Major bug/issues solved.</li> </ul>
5	Week 5	<ul style="list-style-type: none"> <li>Last week of Alpha Phase.</li> <li>Final major components/levels/models done.                             <ul style="list-style-type: none"> <li>Major bug/issues solved.</li> </ul> </li> <li>Heavy playtesting within team.                             <ul style="list-style-type: none"> <li>Naive playtesting.</li> </ul> </li> </ul>
6	Week 6	<ul style="list-style-type: none"> <li>First week of Beta Testing phase.</li> <li>Test with other 380 group, naive and deep.</li> </ul>
7	Week 7	
8	Week 8	
9	Week 9	<ul style="list-style-type: none"> <li>Last week of Beta Testing phase.</li> <li>Major bugs/issues solved.</li> </ul>
10	Week 10	<ul style="list-style-type: none"> <li>First week of Publishing phase.</li> <li>Make a marketing campaign plan. Website started.</li> </ul>
11	Mid-Semester Break	
12	Week 11	
13	Week 12	
14	Week 13	<ul style="list-style-type: none"> <li>Last week of Publishing phase.</li> <li>Marketing campaign, including website complete.</li> </ul>
15	Week 14	<ul style="list-style-type: none"> <li>Final Presentation.</li> </ul>