

Semester 2 Sprint Plan

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