|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Jan** | **Task** | **In charge** | **Status** | **Note** |
| 8 | Kick off meeting | **everyone** | **done** |  |
|  | | | | |
| 22 | Team meeting | **everyone** | **done** |  |
|  | | | | |
| 27 | Team Charter Upload | **Justin** | **Done** |  |
|  | | | | |
| **Feb** |  |  |  |  |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 | Submit agenda file on D2L | **Justin** |  |  |
| 5 | Student Team Meeting1 | **everyone** |  | SE02-265  at 2PM |
| Prepare sample sprites | **Jiho & Herman** |  |  |
| 6 |  |  |  |  |
| 17 | Competitive Analysis due | Herman | done |  |
| User research survey due | Justin | done |  |
| 18 |  |  |  |  |
| 24 | User Persona due | justin | done |  |
| **Mar** |  |  |  |  |
| 1 |  |  |  |  |
| 2 | Get wiki checked by teammates | Justin |  |  |
| Give jiho game layout | Herman & Joe | done |  |
| 3 | Prepare character preset | jiho | done |  |
| 4 | Student Team Meeting2 | everyone |  |  |
| Game Design Wiki or Doc due | justin |  |  |
| 5 |  |  |  |  |
| 6 |  |  |  |  |
| 7 |  |  |  |  |
| 8 | Design asset | jiho |  |  |
| 9 |  |  |  |  |
| 10 |  |  |  |  |
| 11 | Game GUI & Screen Mockup due |  |  | 11:30 PM |
| 12 |  |  |  |  |
| 13 |  |  |  |  |
| 14 |  |  |  |  |
| 15 |  |  |  |  |
| 16 | Assets list content inventory due |  |  | 11:30 PM |
| Game play testing due | justin |  |  |
| 17 |  |  |  |  |
| 18 |  |  |  |  |
| 19 |  |  |  |  |
| 20 |  |  |  |  |
| 21 |  |  |  |  |
| 22 | User interface game screens mockups due | Herman & Joe |  |  |
| Content inventory/ asset creation due | Jiho |  |  |
| 23 | UI Style guide & Branding |  |  |  |
| 24 |  |  |  |  |
| 25 |  |  |  |  |
| 26 |  |  |  |  |
| 27 |  |  |  |  |
| 28 |  |  |  |  |
| 29 |  |  |  |  |
| 30 |  |  |  |  |
| 31 |  |  |  |  |
| **Apr** |  |  |  |  |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |
| 6 |  |  |  |  |
| 7 |  |  |  |  |
| 8 |  |  |  |  |
| 9 |  |  |  |  |
| 10 |  |  |  |  |
| 11 |  |  |  |  |
| 12 |  |  |  |  |
| 13 |  |  |  |  |
| 14 |  |  |  |  |
| 15 |  |  |  |  |
| 16 |  |  |  |  |
| 17 |  |  |  |  |
| 18 |  |  |  |  |
| 19 |  |  |  |  |
| 20 |  |  |  |  |
| 21 |  |  |  |  |
| 22 |  |  |  |  |
| 23 |  |  |  |  |
| 24 |  |  |  |  |
| 25 |  |  |  |  |
| 26 |  |  |  |  |
| 27 |  |  |  |  |
| 28 |  |  |  |  |
| 29 |  |  |  |  |
| 30 |  |  |  |  |
| **May** |  |  |  |  |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |
| 6 |  |  |  |  |
| 7 |  |  |  |  |
| 8 |  |  |  |  |
| 9 |  |  |  |  |
| 10 |  |  |  |  |
| 11 |  |  |  |  |
| 12 |  |  |  |  |
| 13 |  |  |  |  |
| 14 |  |  |  |  |
| 15 |  |  |  |  |
| 16 |  |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **DATE** | **TASKS** | | | | | |
| 06 Jan 2020 | Kick off Meeting |  |  |  |  |  |
| 13 Jan 2020 |  |  |  |  |  |  |
| 20 Jan 2020 | Teams Meetup | **Team Charter** |  |  |  |  |
| 27 Jan 2020 |  |  | Competitive Analysis |  |  |
| 03 Feb 2020 |  | User Survey / Research |  |  |  |
| 10 Feb 2020 | User Personas | Student Meetup 01 |  |  |
| 17 Feb 2020 |  |  |  | Game Design Notes/Wiki |  |
| 24 Feb 2020 |  | Content Inventory  /  Asset Creation | User Interface and game screens mockups | Low Fidelity Prototype |  |
| 02 Mar 2020 | Student Meetup 02 | Play Testing |
| 09 Mar 2020 | Review | Medium Fidelity Prototype |  |
| 16 Mar 2020 |  |  |
| 23 Mar 2020 |  |  | High Fidelity Prototype |  | **Upload design and code**  **(27/03)** |
| 30 Mar 2020 |  |  |  | Design and Code Feedback |
| 06 Apr 2020 |  |  |  |  |  |
| 13 Apr 2020 |  |  |  |  |  |
| 20 Apr 2020 |  |  | Branding / Marketing |  |  |  |
| 27 Apr 2020 | Game  Review |  |  |  |  |
| 04 May 2020 |  |  |  |  |  |
| 11 May 202 |  |  |  |  |  |
| 18 May 2020 | **Presentation** |  |  |  |  |