**Big Plan – 6 weeks**

Due date: **August 11th**

**Term 3: Production 2**

* Create Level Gyms with all triggerables, interactables and collectables – 4 hours
  + Triggerables – 1 hour
  + Interactables – 1 hour
  + Collectables – 1 hour
  + Movable Objects – 1 hour
* Create semifinal arts (Blockout, UV, Texture/Material)
  + City Hall
    - Armchair– 1 hour
    - Stairs – 2 hours
    - Stage + arquibancada – 1 hour
    - Coffee shop – 6 hours / Unknown
    - Bookshelves – 1 hour
    - Elevator Door – 1 hour
    - Elevator Decal – 2 hours
    - Windows Decal – 5 hours
    - Elevator Door – 1 hour
    - Safe – 1 hour
    - Slab
  + Office
    - Desk (two variations) – 6 hours / Unknown
    - Chair (two variations) – 6 hours / Unknown
    - Door Lock – 1 hour
    - Door Button – 1 hour
    - Floor Button – 1 hour
    - Elevator Decal – 2 hours
    - TV / Monitor – 1 hour
    - Vending machine – 2 hours
    - Ceilling/Floor – 2 hours
    - Access card – 1 hour
* Evolve Level 1: City Hall - 4 hours
  + Replace armchair – 30 minutes
  + Replace stair – 30 minutes
  + Replace Stage + arquibancada – 30 minutes
  + Place bookshelves and library area – 2 hours
  + …
* Evolve Level 2: Office – 2 hours
  + Replace desks and chairs – 2 hours
  + ..
* Evolve Level 0: Downtown – Place factory and museum? Unknown
* Create integration between two levels, Nova Downtown? Bridges? – 4 hours
  + Level blockout – 2 hours
  + Replace assets – 2 hours
* Improve GDD and LDD (Nova Downtown, City Hall, Office) – 9 hours
  + GDD – 1 hour
  + Nova Downtown – 2 hours
  + City Hall – 2 hours
  + Office – 4 hours
* Develop Level Streaming – Unknown
* Player can die – Save system (Respawn on last save) – 2 hours
* Develop Checkpoint and Save System – Unknown
* Create Stamina System – Unknown
* Evolve GuardBot – Patrolling, Attacking – Unknown
* Improve spline mesh generation – 2 hours
* Improve climbing – 5 hours
* Create prototype UI – Unknown
  + Main Menu
  + Pause Menu
  + Save/Load
  + Credits
* Create traps – 8 hours
  + Spikes – 30 minutes
  + falling floor – 3 hours
  + killing light – 4 hours
* Add SFXs – 5 hours / Unknown
  + Elevator Ambience Song
  + GuardBot Chasing
  + GuardBot Shooting Laser
  + Elevator Moving Sound
  + Train Moving Sound
  + Train/Elevator Doors Opening
  + Train/Elevator Doors Closing
  + Footsteps adjust/handle
* ~~Improve inventory (Eye companion looks not viable)~~
* ~~Create other buildings – Neom reference~~
* Replace block out to semi-final assets (more info above)
* Bomb? – Unknown
* Play test – Unknown

\*\* fix climbing up/down controller bug

**Term 4: Final Release**

* Improve Inventory UI, replace to final art
* Final touch up on levels, replacing to final assets (Nova Downtown, City Hall, Office)
* Playtest

**Identify:**

Unknown

Known

Approximate

+ estimate time