New of the control	Week	Day	Date	Topic	Activities	Deliverables	Points	Who
Wed 29-Aug Lecture [Crash Course in html] Fri 31-Aug								
Course in html] Pri 31-Aug			20.4					
1		wed	29-Aug	=				
Fri 31-Aug Fri 7-Sep Fri 14-Sep Fri 14-S				Course in numij				
Fri 31-Aug Lecture [Crash Course in CSS] 2 / Phaser CE. Mon 3-Sep Labor Day Euture [Crash Lecture [Crash Course in CSS] 2 / Phaser CE.	1				Udemy HTML and CSS			
Lecture [Crash Course in CSS]		Fri	31-Aug		•			
Mon 3-Sep Labor Day Fundamentals. Lecture [Crash Course in Javascript] First game. Phaser.com - Making your First game. Udemy Making Games With Phaser 2.X: Prologue & Notes. & Technical Q&A Javascript Fundamentals			J	Lecture [Crash	- Getting Started: Phaser			
Mon 3-Sep Labor Day Fundamentals.				=				
Labor Day Fundamentals.		Man	2.6		Udemy: Javascript			
Wed 5-Sep Course in Javascript] First game. Fri 7-Sep Fri 7-Sep Prologue & Notes. & Javascript Fundamentals Udemy: More Advanced Mon 10-Sep Lecture [Ideation Javascript and Phaser 2.X: Prologue & Notes. & Javascript Fundamentals Udemy: More Advanced Mon 10-Sep Lecture [Ideation Javascript and Phaser & Aptitude Self- Fri 14-Sep Phaser & Aptitude Self- Technical Q&A Udemy: Phaser Assessment Ind Lecture [2D Level Design] and Announce Mind Map & Interactive Teams Demo 10 Ind Wed 19-Sep Lecture [Prototyping] Genre Analysis 5 Ind/Team Fri 21-Sep Pitching Paper Prototype 5 Team Mon 24-Sep Dew Method I] Game Pitch Document 10 Team Lecture [Agile Dew Method I] Game Pitch Document 10 Team Lecture [Agile Dew Method I] Team Eval 1 Ind Lecture [Agile Decture [Version Fri 28-Sep Control] & [Testing] Sprint Review Sprint Review Art Mon 1-Oct Sprint Review Sprint Review Sprint Review Art		IVIOII	3-3ep	Labor Day	Fundamentals.			
Pri 7-Sep Udemy Making Games With Phaser 2.X: Prologue & Notes. & Technical Q&A Javascript Fundamentals Udemy: More Advanced Udemy: Phaser Prep Udemy: Phaser Aptitude Self- Udemy: Phaser Assessment Ind Udemy: Phaser Assessment Ind Udemy: Phaser Assessment Ind Udemy: Phaser Assessment Ind Ind Udemy: Phaser Aptitude Self- Udemy: Phaser Assessment Ind I				Lecture [Crash				
Fri 7-Sep Udemy Making Games With Phaser 2.X: Prologue & Notes. & Javascript Fundamentals Udemy: More Advanced		Wed	5-Sep	Course in	Phaser.com - Making your			
Fri 7-Sep With Phaser 2.X: Prologue & Notes. & Technical Q&A Javascript Fundamentals Udemy: More Advanced Udemy: More Advanced Vdemy: Phaser Vdemy: Phase	2			Javascript]				
Fri 7-Sep			7-Sep		•			
Technical Q&A Javascript Fundamentals		Fri						
Mon 10-Sep Lecture [Ideation Javascript and Phaser & Genres] Prep				Tankainal ORA	_			
Mon 10-Sep Lecture [Ideation Javascript and Phaser & Genres] Prep Lecture [Game Design] Udemy: Phaser Fri 14-Sep Phaser & Technical Q&A Udemy: Phaser Assessment Ind Lecture [2D Level Design] and Announce Teams Demo 10 Ind Wed 19-Sep Pricture [Prototyping] Genre Analysis 5 Ind/Team Fri 21-Sep Pitching Paper Prototype 5 Team Mon 24-Sep Lecture [Agile Dev Method I] Lecture [Agile Dev Method I] Lecture [Agile Dev Method I] Team Eval 1 Ind Wed 26-Sep Dev II] and [Trello] Team Eval 1 Ind Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art Mon 3-Oct Wed 3-Oct Lecture [UI				recnnical Q&A	•			
Section Prep Section		Mon	10-Sep	Locture [Ideation	•			
Wed 12-Sep Lecture [Game Design] Udemy: Phaser Aptitude Self- Ind					·			
Pri 14-Sep Phaser & Aptitude Self- Ind	3				ПСР			
Fri 14-Sep Phaser & Aptitude Self- Technical Q&A Udemy: Phaser Assessment Ind Lecture [2D Level Design] and Announce Mind Map & Interactive Teams Demo 10 Ind Wed 19-Sep Lecture [Prototyping] Genre Analysis 5 Ind/Team Fri 21-Sep Pitching Paper Prototype 5 Team Mon 24-Sep Lecture [Agile Dev Method I] Game Pitch Document 10 Team Lecture [Agile Wed 26-Sep Dev II] and [Trello] Team Eval 1 Ind Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art Med 3-Oct Paper Prototype 5 Team Sprint 1: Proof of Tech & Art Lecture [Ul		Wed	12-Sep	=	Udemv: Phaser			
Technical Q&A Udemy: Phaser Assessment Ind Lecture [2D Level Design] and Announce Teams Demo 10 Ind Wed 19-Sep Lecture [Prototyping] Genre Analysis 5 Ind/Team Fri 21-Sep Pitching Paper Prototype 5 Team Mon 24-Sep Lecture [Agile Dev Method I] Game Pitch Document 10 Team Lecture [Agile Wed 26-Sep Dev II] and [Trello] Team Eval 1 Ind Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art Wed 3-Oct Lecture [UI		Fri	14-Sep			Aptitude Self-	_	
Mon 17-Sep Level Design] and Announce Mind Map & Interactive Teams Demo 10 Ind Wed 19-Sep [Prototyping] Genre Analysis 5 Ind/Team Fri 21-Sep Pitching Paper Prototype 5 Team Mon 24-Sep Lecture [Agile Dev Method I] Game Pitch Document 10 Team Lecture [Agile Dev Method I] Team Eval 1 Ind Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art Mind Map & Interactive Demo 10 Ind Ind Ind Fri 21-Sep Pitching Paper Prototype 5 Team Game Pitch Document 10 Team Team Eval 1 Ind Sprint 1: Proof of Tech & Art Sprint Review Art				Technical Q&A	Udemy: Phaser	•		Ind
Mind Map & Interactive Teams Wed 19-Sep Lecture [Prototyping] Fri 21-Sep Pitching Paper Prototype 5 Team Mon 24-Sep Dev Method I] Lecture [Agile Dev Method I] Lecture [Agile Dev Method I] Lecture [Agile Dev Method I] Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Mind Map & Interactive Team Mind Map & Interactive Ind		Mon	17-Sep	Lecture [2D				
A mand Announce Teams Wed 19-Sep				Level Design]				
Wed 19-Sep Lecture [Prototyping] Fri 21-Sep Pitching Paper Prototype 5 Team Mon 24-Sep Lecture [Agile Dev Method I] Game Pitch Document 10 Team Lecture [Agile Wed 26-Sep Dev II] and [Trello] Team Eval 1 Ind Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art Med 3-Oct Lecture [UI				and Announce		Mind Map & Interactive		
Wed 19-Sep [Prototyping] Genre Analysis 5 Ind/Team Fri 21-Sep Pitching Paper Prototype 5 Team Mon 24-Sep Lecture [Agile Dev Method I] Game Pitch Document 10 Team Lecture [Agile Wed 26-Sep Dev II] and [Trello] Team Eval 1 Ind Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art Wed 3-Oct Lecture [UI	4			Teams	_		10	Ind
Fri 21-Sep Pitching Paper Prototype 5 Team Mon 24-Sep Lecture [Agile Dev Method I] Game Pitch Document 10 Team Lecture [Agile Wed 26-Sep Dev II] and [Trello] Team Eval 1 Ind Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art Med 3-Oct Lecture [UI						•		
Mon 24-Sep Lecture [Agile Dev Method I] Game Pitch Document 10 Team Lecture [Agile Wed 26-Sep Dev II] and [Trello] Team Eval 1 Ind Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art Wed 3-Oct Lecture [UI				[Prototyping]	Dt. 11	,		-
Dev Method I] Lecture [Agile Wed 26-Sep Dev II] and [Trello] Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Wed 3-Oct Sprint Review Sprint Review Art Game Pitch Document 10 Team Feam Eval 1 Ind Sprint 1: Proof of Tech & Art		Fri	21-Sep		Pitching	Paper Prototype	5	Team
Lecture [Agile Wed 26-Sep Dev II] and [Trello] Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Wed 3-Oct Lecture [UI] Sprint 1: Proof of Tech & Art		Mon	24-Sep	=		Cama Ditah Dagumant	10	Toom
Wed 26-Sep Dev II] and [Trello] Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Sprint Review Art Lecture [UI		Wed	26-Sep	<u>-</u>		Game Pitch Document	10	ream
Team Eval 1 Ind Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art Wed 3-Oct Sprint 1: Proof of Tech & Art								
Lecture [Version Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art 6 Wed 3-Oct Lecture [UI	5			=		Team Eval 1		Ind
Fri 28-Sep Control] & [Testing] Mon 1-Oct Sprint Review Sprint Review Art 6 Wed 3-Oct Lecture [UI		Fri	28-Sep	-		ream Evar 1		ma
[Testing] Mon 1-Oct Sprint Review Sprint Review Art 6 Wed 3-Oct Lecture [UI				=				
Mon 1-Oct Sprint Review Sprint Review Art 6 Wed 3-Oct Lecture [UI				-				
Sprint Review Sprint Review Art 6 Wed 3-Oct Lecture [UI	6	Mon	1-Oct			Sprint 1: Proof of Tech &		
Ned 3-()ct				Sprint Review	Sprint Review	•		
Design]		/\/\04	3-Oct	Lecture [UI	-			
		vveu		Design]				

	Fri	5-Oct	Lecture [Dude I]				
7	Mon	8-Oct	6	6	Sprint 2: Production	_	-
			Sprint Review	Sprint Review	proof of Art & Design	5	Team
	Wed	10-Oct	Lecture [Dude II]		Team Eval 2		Ind
,			<u> </u>		realli Eval 2		iiiu
		12 Oct	Lecture [Tutorial Level] &				
	Fri	12-000	[Playtesting]				
			[i laytesting]		Sprint 3: Proof of		
	Mon	15-Oct	Sprint Review		Gameplay		
			Lecture [Team				
8	Wed	17-Oct	Problems] &				
			[Presentations]				
	F:	10.5		Sprint Presentations,			
	Fri	19-Oct		Teams 1 - 4			
	Mon	22 Oct			Sprint 4: Pre-Alpha	- 5	Team
	IVIOII	22-Oct	Playtest Day	Playtest	(Tutorial Level)		
9	\Med	24-Oct		Sprint Presentations,		3	Tealli
,		24 000		Teams 5 - 8	Tutorial Test Report		
	Fri	26-Oct		Sprint Presentations,			
				Teams 9 - 12	Team Eval 3		Ind
	Mon	29-Oct	Sprint Review	Sprint Review	Sprint 5: Midway Check		Team/Ind
10	Wed	31-Oct		Sprint Presentations,			_
		300		Teams 13 - 16			Team
	Fri	2-Nov		Sprint Presentations,			
	N 4 =	F NI	District Davi	Teams 17 - 20	Consist Co. Aliaba		
	Mon	5-Nov	Playtest Day	Playtest	Sprint 6: Alpha		Team
11	Wed	7-Nov	Playtest Day		Alpha Tost Bonort 9	5	
	Fri	9-Nov	Lecture [Serious Games]	Trello Check	Alpha Test Report & Team Eval 4		Ind
	Mon	12 Nov	Sprint Review	TTEIIO CHECK	Sprint 7: Alpha Fix		Team
	IVIOIT	12-1100	Lecture		Spriit 7. Alpiia i ix		Team
	Wed	14-Nov	[Careers] &				
12			[Getting a job				
	Fri	ri 16-Nov	Lecture [Job				
			Artifacts 1]				
13	Mon	19-Nov	Playtest Day	Playtest	Sprint 8: Beta		Team
	Wed		Thanks!	,	<u> </u>		
	Fri	23-Nov	Thanks!				
14	Mon	26-Nov	Lecture [Job		Sprint 9: Beta Fix & Beta		
			Artifacts 2]		Test Report	5	Team/Ind
	Wed	28-Nov	Lecture [Job				
			Hunting]				
	Fri	30-Nov	Production				
	Mon	3-Dec	Trailer Show		Trailer	5	Team

15	Wed	5-Dec	Game Show	Sprint 10: Final Polish		
	Fri	7-Dec	Production	Final Team Eval	-	Ind
	Man	10 Dec	Clasura	Course Reflection	5	Ind
15.	IVIOII	TO-DEC	: Closure	Release to Distribution	10	Team
15+	Thu	13-Dec	Digital Demo Day	Release to Public	-	Team
				Sprint Presentation	10	Team
				Team Evaluations	5	
				Professionalism	15	Ind
				TOTAL	100	