

Tomb Of Khaud'Ghur		Term 1										Break		Term 2									
Start Date: 01/10/2019	Weeks	1	2	3	4	5	6	7	8	9	10	1	2	1	2	3	4	5	6	7	8	9	10
Planning	4																						
Brainstorm Concepts	2																						
Picking Concepts	2																						
Develope Abstract	2																						
Learning	19																						
Learning Unity	9																						
Learning C#	9																						
Design	17																						
Characters	3																						
Story	5																						
Art	17																						
Items	6																						
Architechtrual Design Doc	1																						
Detailed Design Doc	1																						
Coding	13																						
Prototype	2																						
Interface	3																						
Implement Floors	4																						
Add Characters	5																						
Implement Items	5																						
Add Random Elements	5																						
Implement Art	4																						
Add Drop Chance	5																						
Make Sure Everything Works	8																						
Play Testing	2																						
Does it work?	2																						
If Not Fix It	2																						
Final Presentation	2																						
Make Sure Everything Works	2																						
ANNOTATIONS																					Completed		
																					Sections		
																					Ongoing		
																					Need To Be Done		