

WN 45 (06-12)
Fr 03
Sa 04
Su 05
Mo 06
Tu 07
We 08
Th 09

WN 46 (13-19)
Fr 10
Sa 11
Su 12
Mo 13
Tu 14
We 15
Th 16

WN 47 (20-26)
Fr 17
Sa 18
Su 19
Mo 20
Tu 21

Gameslab WS 2017 - Horde Shooter Project

TASKS

Game Proposal Chapter

Prototype Con...

Prototype Creation

Prototype Chapter

Player Controller & Camera

3D Model for Plat

Game Proposal Present...

Prototype Presentation

Networked Player Controller

Simple Merge C

Game Development Sch...

Basic Enemies & Spawn Manager

Networked Ener

3D Models for Grounds & Walls

Simple Props

WN 51 (18-24)	Fr 15	Sa 16	Su 17	Mo 18	Tu 19	We 20	Th 21	WN 52 (25-31)	Fr 22	Sa 23	Su 24	Mo 25	Tu 26	We 27	Th 28	WN 1 (01-07)	Fr 29	Sa 30	Su 31	Mo 01	Tu 02	We 03	Th 04	WN 2 (08-14)	Fr 05	Sa 06	Su 07
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Final Pass of Map

Animations for Non-Mer...

3D Model for Non-Merge Energy

3D Model for Enemy Drops

Improved Game Menu

Integrate Energy Drops and Secondary Objective

Ping System

Improved Spawning Behaviour & Difficulty Level

Improved/More SFX

Non-Merge Energy Behaviour

Non-Interactable Props

VFX and Projectiles

Redefine Waves and Sp...

Enemies

Alpha Release

Alpha Release

Build Alpha Release

Day	Date	Activity
Mo	08	
Tu	09	
We	10	
Th	11	Playtest Concept
Fr	12	WN 3 (15-21)
Sa	13	
Su	14	
Mo	15	
Tu	16	
We	17	Bugfixing and Balancing
Th	18	
Fr	19	
Sa	20	WN 4 (22-28)
Su	21	
Mo	22	
Tu	23	
We	24	
Th	25	More Bugfixing and Balancing
Fr	26	WN 5 (29-04)
Sa	27	
Su	28	
Mo	29	Adding Extras (TBD)
Tu	30	

Please
Chapter
Presentation

Build Post-Playtest Demo
Playtest Chapter
Playtest Presentation

More Bugfixing and Balancing
Adding Extras (TBD)