

Production Schedule

Pre-Production:

- Concept art for characters
- Concept art for environments
- Design enemies
- Design platforming mechanics
- Prototype movement mechanics (lock these down before production)
- Design final boss fight
- Create art style guide
- Set up git and other pipeline requirements
- Design NPCs
- Design 10 missions
- Design powerups
- Graybox basic platformer arena to test movement
- Write back story (to be seen in “x-ray” collectables)

Production:

- Model and rig and texture all characters
- Animate main character, hook up player character to match movement controls
- Produce enemy AI
- Prototype boss fight
- Create dialogue system to interact with NPCs
- Create menus
- Graybox the entire world #1 map.
- Create skybox
- Create custom shaders
- Design third person camera
- Create UI

Post Production:

- Create Poster
- Create logo
- Start social media accounts
- Refine all scripts
- Polish
- Add on-screen prompts and tutorials
- Make save game possible, store all collectables in save file

Revision #1

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