

FEBRUARY

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

1 2 3 4

5 6 7 8 9 10 11

Come up with a Culmination project proposal concept

12 13 14 15 16 17 18

Share the project proposal with the instructor and get approval

Consult with a Technical Advisor and get approval.

19 20 21 22 23 24 25

Start working on the project & have the first meeting with the advisor.

Find resources & technical tutorial videos.

26 27 28



MARCH

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

			1 Working on the project to create the first prototype. (WIP)	2	3	4
5 Create a basic player movement on a 2D top-down game project.	6	7	8	9 Have the second meeting with the tech advisor	10	11
12 Add shooting mechanics for the player.	13	14	15	16 Add enemies & Modify enemy behaviours.	17	18
19 Report work in progress to the the technical advisor	20	21	22	23 Create the in-game level with assets & game rules.	24	25
26 Add additional in-game mechanics & refine the prototype.	27	28	29	30	31	

WARRIOR

NOTES

APRIL

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

						1
2	3	4	5	6	7	8
Work on troubleshooting development conflicts				Work in progress with the alpha prototype.		
9	10	11	12	13	14	15
Consult with tech advisor and show the progress of the work.				Prepare a playable version of the game.		
16	17	18	19	20	21	22
Work in progress & attend presentation practice. (WIP)				Deadline to prepare the final prototype.		
23	24	25	26	27	28	29
Last meeting with the advisor and show the final prototype to receive feedback for the final presentation.						

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NOTES

PREPARE

MAY

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

1 2 3 4 5 6
Deadline to Complete the Open Lab site, PDF presentation, Poster, Reflection Paper & Proposal.

7 8 9 10 11 12 13
Project Final Version Due Final

14 15 16 17 18 19 20
Final

21 22 23 24 25 26 27

28 29 30 31

MAY

NOTES