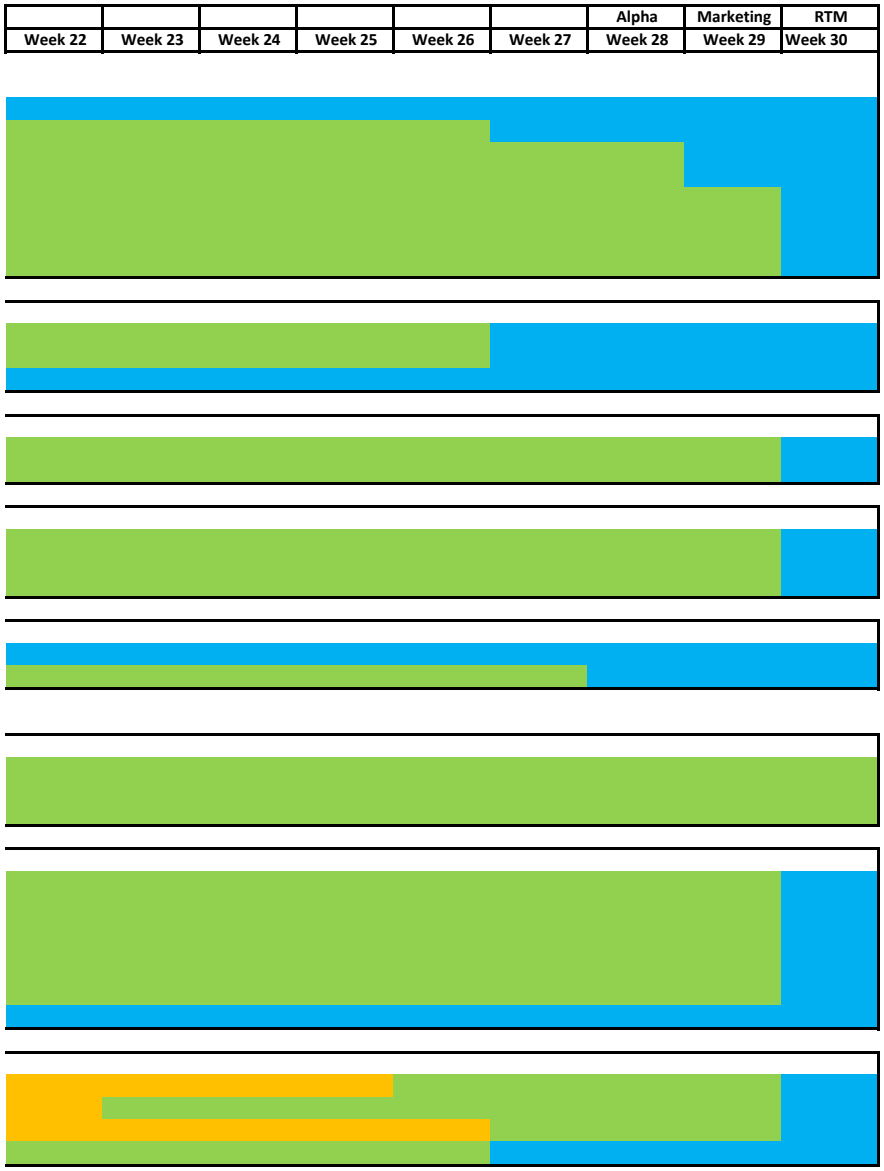
| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Initialize | One More Step | | | | | | | | | | | | | | | | |
| Integrate | Phase | | | | | | | | | | | | | | | | |
| Polish | Deliverables | PoC | | Prod Docs | | TMCC | | TMCC | | GDD & ASG | Vert. Slice | | | | | | |
| Completion | Week | Week 7 | Week 8 | Week 9 | Week 10 | Week 11 | Week 12 | Week 13 | Week 14 | Week 15 | Week 16 | WINTER BREAK | Week 17 | Week 18 | Week 19 | Week 20 | Week 21 |
| **Level** | **Features** | - | - | - | - | - | - | - | - | - | - | | | | | | |
| **Feature** | **Puzzle Based Progression** | | | | | | | | | | | | | | | | |
| System | Puzzle 1 | | | | | | | | | | | | | | | | |
| System | Puzzle 2 | | | | | | | | | | | | | | | | |
| System | Puzzle 3 | | | | | | | | | | | | | | | | |
| System | Puzzle 4 | | | | | | | | | | | | | | | | |
| System | Puzzle 5 | | | | | | | | | | | | | | | | |
| System | Puzzle 6 | | | | | | | | | | | | | | | | |
| System | Puzzle 7 | | | | | | | | | | | | | | | | |
| System | Puzzle 8 | | | | | | | | | | | | | | | | |
| **Feature** | **Hiding Locations** | | | | | | | | | | | | | | | | |
| Mechanic | Porta-Potty | | | | | | | | | | | | | | | | |
| Mechanic | Secuirity Booth | | | | | | | | | | | | | | | | |
| Mechanic | Tents | | | | | | | | | | | | | | | | |
| **Feature** | **Distractions** | | | | | | | | | | | | | | | | |
| System | Darts/Balloons | | | | | | | | | | | | | | | | |
| System | Firecrackers | | | | | | | | | | | | | | | | |
| **Feature** | **Different Enemy Types** | | | | | | | | | | | | | | | | |
| System | Blind Clown | | | | | | | | | | | | | | | | |
| System | Deaf Clown | | | | | | | | | | | | | | | | |
| System | Steathy Enemies | | | | | | | | | | | | | | | | |
| **Feature** | **Consumables** | | | | | | | | | | | | | | | | |
| Mechanic | Hot Dog | | | | | | | | | | | | | | | | |
| Mechanic | Cotton Candy | | | | | | | | | | | | | | | | |
| **Feature** | **Levels** | | | | | | | | | | | | | | | | |
| System | Temporary Carnival | | | | | | | | | | | | | | | | |
| System | Sewer System | | | | | | | | | | | | | | | | |
| System | Main Carnival | | | | | | | | | | | | | | | | |
| **Feature** | **Player Movement** | | | | | | | | | | | | | | | | |
| Mechanic | Crouch | | | | | | | | | | | | | | | | |
| Mechanic | Walk | | | | | | | | | | | | | | | | |
| Mechanic | Sprint | | | | | | | | | | | | | | | | |
| Mechanic | Lean | | | | | | | | | | | | | | | | |
| Mechanic | Object Interaction | | | | | | | | | | | | | | | | |
| Mechanic | Inventory | | | | | | | | | | | | | | | | |
| Mechanic | Squint | | | | | | | | | | | | | | | | |
| **Feature** | **Assets** | | | | | | | | | | | | | | | | |
| System | Environmental Models | | | | | | | | | | | | | | | | |
| System | Character Models | | | | | | | | | | | | | | | | |
| System | Props | | | | | | | | | | | | | | | | |
| System | UI | | | | | | | | | | | | | | | | |


Alpha
Marketing
RTM
Week 22
Week 23
Week 24
Week 25
Week 26
Week 27
Week 28
Week 29
Week 30