

	Week 3 (Feb 9-9)	week 4 (Feb 10-16)	week 5 (Feb 17-23)	week 6 (Feb/mar 24-1)	week 7 Alpha deadline (n	week 8 (mar 9-15)	week 9 (mar 16-22)	week 10 Beta Deadline (mar 2	week 11 (mar/apri 8	week 12 (Apr 6-1 week 13 (Apr 13-	week 14 (Apr 20	week 15 (Deadline) (Apr 30)	Week 16 (May 4-8)	
Primary focus	Finished project plan and deliverables	Finish AI	Finish player abilities/pickups	Finish save system	All mechanics are to be in engine and in a working state	Finish level blockouts	Finish low poly models	All Models, level designs and planned sounds to be implemented into the game	Polish and iteration	Easter break	Easter break	Easter break	Final polish and hand in	Reflective report hand in
Secondary focus						Begin Playtesting, Begin reflective report	Iterate on playtesting results, add to reflective report	Iterate on playtesting results, add to reflective report	Reflective report work				Reflective report work	

Effects:
spider (speed boost)
ghost (flying)
Fairy (Teleport to Mall)
Instrument (Play Notes)
Electric (activate objects)
Umbrella (Have rain appear)

Locations:
Mall
Forrest
Tv static world (Ghost World)

Characters:
Highwayman (enemy npc)
Shadow (generic npc with x4 variants)
Lightbulb Head (effect)
Spider (effect)
Specter (effect)

World Interactions:
TV (enter tv world)
Coffin (Highwayman)
Instrument (effect)
Umbrella (effect)
Ferris Wheel
Wind (temp speed boost)

Effect	Size (ease to spot)	Speed	Location	Overall difficulty to find
Spider	large	quick	Forrest	Medium
Ghost	Medium	normal	Forrest (hidden, requires electricity to enter)	Hard
Teleport	Small	normal	Mall	Medium
Music instrument	small	immobile	Mall	Easy
Electricity	medium	quick	Forrest (hidden)	Medium
Weather	medium	normal	Forrest	Medium