Identify target audience, determine niche within game genre, define gameplay Research and develop characters Game title and narrative Model 4 main characters and feature items (Zbrush and Maya) Develop movie shotlist & storyboard Research and develop environments Research and develop game interface Interim presentation prep Model and texture 2 environments (Maya) Model & render 6 sub-characters (Zbrush & PS) Render tests - 4 main characters (Maya) Finalise game interface Render tests - 2 environs Render 2 environs & 4 main characters Compositing (AE) Final presentation prep Tweaking Jul 12 - 18 Jul 19 - 25 Aug 9 - 15 Aug 16 - 22 Aug 23 - 29 Aug 30 - Sep 5 Sep 6 - 12 Sep 14 - 19 Sep 20 - 26 Sep 27 - Oct 3 Oct 4 - 10 Oct 11 - 17 Oct-18 Jul 26 - Aug 1 Aug 2 - 8 Mid-Term Break Week 1 Mid-Sem Brea Mid-Sem Brea Week 7 Week 2 Week 3 Week 4 Week 5 Week 6 Week 8 Week 9 Week 10 Week 11 Week 12 Week 13 Handin Interim