Production Schedule

VR Medieval Mysteries

Original plan, altered during production
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Art

Characters - 12

Gypsy
Witch
Lady of the Manor
Giants

Old Woman
Old Miller
Blacksmith
Bellringer

Goblins

Goblin Chief
Goblin Cobbler

Trolls

Farmwife
Beekeeper (F)
Troll Baby

Environments - 4

Village
Market in village
Farm
HQ

Props - 13
Gifts - 6

Sounds

Dialogue - 619

PC	106
Lady	27
Witch	72
Old Woman	50
Blacksmith	43
Old Miller	25
Bellringer	34
Goblin Chief	49
Goblin Cobbler	38
Farmwife	50
Beekeeper	38
Troll Baby	20
Detective Power	11
Extras	56

SFX

Footsteps
Diagetic UI
Diagetic action
Music

Programs

Player control
Game manager
Mission manager
Suspect manager
Clue manager
Character type manager
Sound library
Credits play
UI to Oculus Home

Missions

	Mystery	**Puzzle**
Start	Sound in left ear	
Mission 0	Trophies and gifts	Line up trophies
Mission 1	Greeting	Star map
Mission 2	Invisible cat	Cat hairs
Mission 3	Bell sabotaged	Jagged edges
Mission 4	Market stall upended	Order of items
Mission 5	Troll baby stolen	Brooch dent
Mission 6	Well poisoned	Magic symbols trail
Mission 7	Witch bonfire	Save or burn witch
Mission FA	Apple stolen	Footprints trails
Mission FB	Jewel found	Dialogue
Mission FC	Graffiti	Writing implement
Mission FD	Animals missing	Rebuild wall
Credits		

Sprint

		Missions	Mission numbers
Pre	20 June - 29 July	Pre-production	
1	1 August - 12 August	Bell sabotaged	M3
	15 August - 19 August	SCRUM	
2	22 August - 2 September	Market stalls upended	M4
3	5 September - 16 September	Poisoned well and ending	M6, M7
4	19 September - 30 September	Greeting and lost cat tutorial	M1, M2
5	10 October - 21 October	Farm and filler missions	M5, FA, FB, FC, FD
Alpha	24 October - 4 November	Testing	
Beta	7 November - 18 November	Testing	

		Missions	Mission numbers
Pre	20 June - 29 July	Pre-production	
1	1 August - 12 August	Bell sabotaged	M3
	15 August - 19 August	SCRUM	

Art	**Zack**	**Joel**	**Jordan**
Pre	Art bible, asset list	Art bible, asset list	Art bible, asset list
1	Witch	Giant bellringer	Gypsy & accessories
Scrum	SCRUM meeting	SCRUM meeting	SCRUM meeting
2	Lady of the Manor	Other giants	Giant Old Woman
3	Baby troll	Goblins	Troll women
4	Town environment	Town environment	Town environment
5	Farm, props, gifts	Farm, props, gifts	Farm, props, gifts
Alpha	Game & team logos	Title & splash screens	Credits
Beta	Presentation slides	Posters	Sell sheets

Sound	**Kathy**
Pre	Dialogue lists
1	Footsteps, SFX lists
Scrum	SCRUM
2	Voice recording
3	SFX
4	Input SFX, voice callbacks
5	Music, title, credits
Alpha	Playtest sounds
Beta	Bugttest sounds

Programming	**Jaysen**	**Jamie**
Pre	TDD	TDD
1	GitHub setup, PC movement	Collisions, interaction
Scrum	SCRUM	SCRUM
2	Mission manager	Sound library
3	Game manager	Suspect manager
4	Clue manager	Character type manager
5	Final missions	UI
Alpha	Playtest changes	Playtest changes
Beta	Bugs	Credits

Level design	**Natalie**	
Pre	Pre-production	
1	Town map, bell sabotaged	Map, M3
Scrum	SCRUM	
2	Market stalls upended	M4
3	Poisoned well and ending	M6, M7
4	Greeting and lost cat tutorial	M1, M2
5	Farm and filler missions	M5, FA, FB, FC, FD
Alpha	Testing	
Beta	Testing	

Sprint

Zack

Pre	20 June - 29 July	Art bible, asset list
1	1 August - 12 August	Witch
	15 August - 19 August	SCRUM meeting
2	22 August - 2 September	Lady of the Manor
3	5 September - 16 September	Baby troll
4	19 September - 30 September	Town environment
5	10 October - 21 October	Farm, props, gifts
Alpha	24 October - 4 November	Game & team logos
Beta	7 November - 18 November	Presentation slides

Joel

Pre	20 June - 29 July	Art bible, asset list
1	1 August - 12 August	Giant bellringer
	15 August - 19 August	SCRUM meeting
2	22 August - 2 September	Other giants
3	5 September - 16 September	Goblins
4	19 September - 30 September	Town environment
5	10 October - 21 October	Farm, props, gifts
Alpha	24 October - 4 November	Title & splash screens
Beta	7 November - 18 November	Posters

Jordan

Pre	20 June - 29 July	Art bible, asset list
1	1 August - 12 August	Gypsy & accessories
	15 August - 19 August	SCRUM meeting
2	22 August - 2 September	Giant Old Woman
3	5 September - 16 September	Troll women
4	19 September - 30 September	Town environment
5	10 October - 21 October	Farm, props, gifts
Alpha	24 October - 4 November	Credits
Beta	7 November - 18 November	Sell sheets

Sprint

		Kathy
Pre	20 June - 29 July	Dialogue lists
1	1 August - 12 August	Footsteps, SFX lists
	15 August - 19 August	SCRUM
2	22 August - 2 September	Voice recording
3	5 September - 16 September	SFX
4	19 September - 30 September	Input SFX, voice callbacks
5	10 October - 21 October	Music, title, credits
Alpha	24 October - 4 November	Playtest sounds
Beta	7 November - 18 November	Bugttest sounds

Sprint

		Kathy
Pre	20 June - 29 July	Dialogue lists
1	1 August - 12 August	Footsteps, SFX lists

Sprint

Sprint		**Jaysen**	**Jamie**
Pre	20 June - 29 July	TDD	TDD
1	1 August - 12 August	GitHub setup, PC movement	Collisions, interaction
	15 August - 19 August	SCRUM	SCRUM
2	22 August - 2 September	Mission manager	Sound library
3	5 September - 16 September	Game manager	Suspect manager
4	19 September - 30 September	Clue manager	Character type manager
5	10 October - 21 October	Final missions	UI
Alpha	24 October - 4 November	Playtest changes	Playtest changes
Beta	7 November - 18 November	Bugs	Credits

Sprint

Sprint		**Jaysen**	**Jamie**
Pre	20 June - 29 July	TDD	TDD
1	1 August - 12 August	GitHub setup, PC movement	Collisions, interaction
	15 August - 19 August	SCRUM	SCRUM

Sprint

		Natalie	
Pre	20 June - 29 July	Pre-production	
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Alpha	24 October - 4 November	Testing	
Beta	7 November - 18 November	Testing	

Sprint

Sprint		**Kathy**
Pre	20 June - 29 July	GDD, PPD
		Risk assessment and contingency plans
		Scope
		Schedule
		Testing plan
		Set up Trello and Slack
		Master project
1	1 August - 12 August	Organise voice recording
		Feedback results into design and record this
		Pitch powerpoint
	15 August - 19 August	Organise SCRUM meeting to set final shape of project
2	22 August - 2 September	Team and individual meetings
3	5 September - 16 September	Team and individual meetings
4	19 September - 30 September	Team and individual meetings
5	10 October - 21 October	Team and individual meetings
Alpha	24 October - 4 November	Organise playtesting and feedback sessions
		Log goal for playtesting, compile results, store results
		Feedback results into design and record this
Beta	7 November - 18 November	Post mortem
Gold	21 November - 25 November	Assessment compilation
		Marketing tasks