

Capstone Schedule: dc+sk

- Task
- 1) Script completed last...
 - 2) **Prototype development**
 - 2.1) Development issues
 - 2.2) **Scenes**
 - 2.2.1) Section 1
 - 2.2.2) Section 2
 - 2.2.3) Section 3
 - 2.2.4) Section 4
 - 2.2.5) Section 5
 - 2.2.6) Section 6
 - 2.3) 40% done
 - 2.4) Dialogue text
 - 2.5) Game Menus
 - 3) **Design**
 - 3.1) Character design
 - 3.2) Game UI
 - 3.3) Character animation
 - 3.4) Cinematic moments
 - 4) Project definition - "brief"
 - 5) Bibliography
 - 6) Schedule due
 - 7) Usability presentation
 - 8) User testing
 - 9) Design process/ archives
 - 10) Sounds/ music
 - 11) User testing report
 - 12) iPhone development
 - 13) Judgement day
 - 14) Final!

