

## Final Calendar

Date	Description
Week 1 (2/6)	Get a solid idea of what my level will entail, as well as the overall theme
Week 2 (2/13)	Make a style sheet and settle on the final theme as well as download Unreal Game Engine and begin learning the basics
Week 3 (2/20)	Start forming a block out of the level as well as decide how large/small it should be
Week 4 (2/27)	Continue forming the block out and begin work on deciding how a melee weapon will work and function (Sweepster's broom)
Week 5 (3/6)	Continue on the block out and scripting for Sweepster's weapon
Week 6 (3/13)	Begin adding color to the level and begin finishing the block out, continue work on Sweepster's weapon
Week 7 (3/20)	Block out hopefully finished, continue adding color and reinforcing the theme. Also begin on Sweepster's animation cycles for his broom
Week 8 (3/27)	Continue on Sweepster's animation for his broom, continue the refinement of the level
Week 9 (4/3)	Continue work from week 8
Week 10 (4/10)	Block out completely finished by now, find an enemy to pursue the player to chase after Sweepster so the player can test the capabilities of the weapon (can begin work on this section earlier if needed or wanted)
Week 11 (4/17)	Add simple objects to stand in (plants, rocks, etc)
Week 12 (4/24)	Make sure the player can go through the level completely and there are no bugs
Week 13 (5/1)	Continue work from week 12
Week 14 & 15 (5/1 - 5/17)	Finalize the project, add any final missing objects, make sure the level is interactive, get final clearance from Mr. Jermyn