



Games Lab 2019

15.04.2019 - 22.07.2019

TASK

APRIL 2019

WN 16 (15-21)

Sa 13

Su 14

Mo 15

Tu 16

We 17

Th 18

Fr 19

WN 17 (22-28)

Sa 20

Su 21

Mo 22

Tu 23

Games Lab 2019

Brainstor...

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WN 18 (29-05)

WN 19 (06-12)

MAY 2019

- Brainstor ...
- Game description
- Technical Achievement
- Sketches/Mock-Ups
- Development schedule (...)
- Assesment

Game prop...

Game idea ...

Paper prototyping (8)



Th 09

Fr 10

Sa 11

WN 20 (13-19)

Su 12

Mo 13

Tu 14

We 15

Th 16

Fr 17

Sa 18

WN 21 (20-26)

Su 19

Mo 20

Tu 21

We 22

Paper prot...

Prototype p...

Player controller (8)

Sensor view mechanics (6)

Shader development (6)

Puzzle mechanics (8)

Enemy logic (6)

3D models (4)

WN 22 (27-02)

WN 23 (03-09)

Th 23, Fr 24, Sa 25, Su 26, Mo 27, Tu 28, We 29, Th 30, Fr 31, Sa 01, Su 02, Mo 03, Tu 04, We 05

Agantty

User Interface (4)

Integration of components (6)

Adding sound effects (4)

Story prototype (3)

Level building (10)

Game menu flow (4)

Interim rele...

Interim de...

Additional sensor mechanics (5)

Sound backdrop (3)

Additional levels (10)

Post-processing (4)

Lighting (5)

Game Over Mechanic (8)

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**WNI 24 (10-16)**

**WNI 25 (17-23)**

Integrate narrative elements (5)

Integration of components (4)

Shader performance (5)

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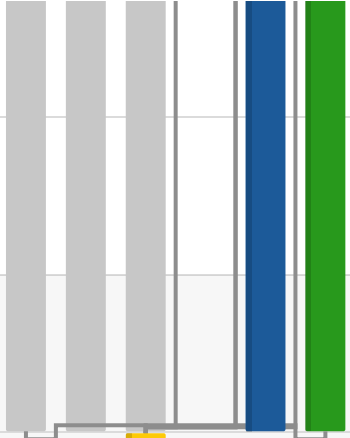
We  
03

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**WV 26 (24-30)**

**WV 27 (01-07)**

**JULY 2019**



Alpha relea...

Alpha relea...

Playtesting (10)



Th 14

Fr 05

Sa 06

Su 07

Mo 08

Tu 09

We 10

Th 11

Fr 12

Sa 13

Su 14

Mo 15

Tu 16

We 17

Th 18

WNN 28 (08-14)

WNN 29 (15-21)

Playtesting ...

Playtesting ...

Polishing (10)

Incorporating playtesting results (6)



4/28/2019

(1)Agantty

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Final releas...

F