



DEAD

LOCK



GAMES

Important Links

[OGPC](#)

[TMS](#)

[Gameplay Story Overview](#)

[Game Demo Script](#)

[Art & Assets Achievements](#)

[Management Achievements](#)

[Game Design Document Achievements](#)

[Programming](#)

[Theme and Story](#)

Roles

Jack - Director, Writer, Music

Adam - Lead Programmer

Ethan - UI, Lead Modeler

Lizzie - Artist, Writer, Character

William - Concept Artist, Modeler,
Rigger, Animator

Rhyse - Modeling, Texturing,
Website

Lucas - Marketing, Modeling,
Social Media



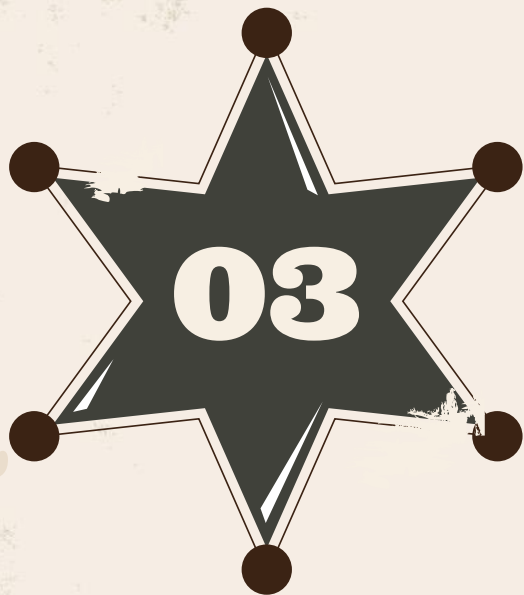
Week 1

- ❑ Finish story, Beats
- ❑ Concept Inside of Train
- ❑ Organize Slideshow
- ❑ Puzzle ideas
- ❑ Character concept
- ❑ Moodboard, colors, reference images



Week 2

- Puzzle ideas
- “Level One” asset list completed; modeled
- SM - What do you need for Instagram account? (Teaser)
- Prototype, how many cars, caboose, engine?
- Logo
- Playable level from Adam?



Week 3

- Puzzle ideas
- “Level One” asset list completed; modeled
- SM - What do you need for Instagram account? (Teaser)
- Prototype, how many cars, caboose, engine?
- Logo
- Playable level from Adam?



Week 4

- ❑ Poster
- ❑ Title of Game
- ❑ Character names, general description, concept art
- ❑ Lizzie to organize sweatshirt design, logo with Zimm
- ❑ Lizzie to start working on character bios
- ❑ Jack to work on music
- ❑ William to continue work on comic
- ❑ Ethan 3D modeling
- ❑ Lucas - update SM, add poster, make “storefront” ad
- ❑ Rhyse and Adam get playable game working OR prototype (paper)



Week 5

- ❑ Poster
- ❑ Title of Game
- ❑ Character names, general description, concept art
- ❑ Lizzie to start working on character bios
- ❑ Jack to work on music
- ❑ William to continue work on comic
- ❑ Ethan 3D modeling
- ❑ Lucas - update SM, add poster, make “storefront” ad
- ❑ Rhyse and Adam get playable game working OR prototype (paper)



Week 6

- ❑ Lizzie to create sandwich board
- ❑ Jack and Rhyse - Making of
- ❑ Lucas - update social media
- ❑ Ethan - render final images, upload to TMS
- ❑ Adam - continue to program
- ❑ Lizzie - final touches to script
- ❑ William - comic, upload all concept art
- ❑ All play test, give feedbacks
- ❑ Record dialog, SFX give to Adam



Week 7

- ❑ More playtesting, give feedback
- ❑ Adam and Rhyse - read through feedback and make updates
- ❑ William - 3D model ghost
- ❑ William - 3D print ghost
- ❑ Finish videos (Jack/Rhyse)