

PV266 – Game Development II

Semester Milestones

for semester: spring 2021

Task 0 - Teams and Repositories

- Expected workload: few minutes
- Submission deadline: 6th of March

Task 1 - GDD update

- Expected workload: few hours
- Submission deadline: 10th of March

Task 2 - Short Games Presentation

- Expected workload: few hours
- Submission deadline: 28th of March
- Event: 29th of March

Task 3 - Playtesting

- Expected workload: several weeks
- submission deadline: 26th of April
- Event: 3rd of May

Task 4 - Final Game Submission

- Expected workload: two semesters
- Deadline: 20th of June
- Event: public presentations - TBAL