PV266 – Game Development II
Semester Milestones

for semester: spring 2022

Task 0 - Teams

- Expected workload: anything between few minutes to few hours
- Submission deadline: 20th of February

Task 1 - GDD update

- Expected workload: few hours
- Submission deadline: 27th of February

Task 2 - Short Games Presentation

- Expected workload: few hours
- Submission deadline: 6th of March
- Event: 7th and 9th of March

Task 3 - Playtesting

- Expected workload: several weeks
- submission deadline: 1st of May
- Event: 2nd and 4th of May

Task 4 - Final Game Submission

- Expected workload: two semesters
- Deadline: 5th of June
- Event: public presentations: TBAL
- "Resit" term: TBAL