## Los Malditos Production Milestone Schedule

### Week 1 (9/16 – 9/25)

Place main static meshes symmetrically – **3 Hours**

* Stairs
* Ramps
* Cat-walks

Build level shell/skeleton – **5 Hours**

* Align room walls with static meshes
* Base room floors/ceilings

Take Screenshots/Video for in-class presentation < **1 Hour**

### Week 2 (9/25 – 10/2)

Build complete geometry grey-boxed level – **5 Hours**

* Finish BSP brushes for all rooms/hallways
* Add destroyed wall holes
* Add place-holder lighting

Place items - **2 Hours**

* Player spawns
* Health
* Weapons
* Bot Path Nodes

Preliminary texturing of level – **1 Hour**

* Texture all BSP geometry

Periodically test level for scale and basic gameplay < **1 Hour**

* Make changes as necessary based on feedback in and out of class

Take Screenshots/Video for in-class presentation < **1 Hour**

### Week 3 (10/2 – 10/9)

Complete scripting – **1 Hour**

* Death Pit
* Base cover system
* Automatic Doors

Place auxiliary static meshes – **6 Hours**

* Boxes/Barrels
* Pipes etc.
* Cafeteria Tables
* Lights – delete development lights
* Cells – may include geometry BSP brush work

Re-texture as needed < **1 Hour**

* Make changes as necessary based on feedback in and out of class

Periodically test level for scale and gameplay balancing < **1 Hour**

* Make changes as necessary based on feedback in and out of class

Take Screenshots/Video for in-class presentation < **1 Hour**

### Week 4 (10/9 – 10/16)

Complete set design – **7 Hours**

* Wall, ceiling, and floor décor
* Move/Change meshes as needed based on testing and atmosphere

Add Items – **1 Hour**

* Ammo
* Power-ups
* Jump Pads

Re-texture as needed < **1 Hour**

* Make changes as necessary based on feedback in and out of class

Periodically test level for gameplay balancing < **1 Hour**

* Make changes as necessary based on feedback in and out of class

Take Screenshots/Video for in-class presentation < **1 Hour**

### Week 5 (10/16 – 10/23)

Polish set design – **4 Hours**

* Add necessary meshes, textures, and particle effects for a robust level

Polish gameplay – **4 Hours**

* Have an outside party play test level to see if it’s fun and make changes as necessary based on feedback

Periodically test level for completeness and gameplay balancing < **1 Hour**

* Make changes as necessary based on feedback in and out of class

Take Screenshots/Video for in-class presentation < **1 Hour**

### Week 6 (10/23 – 10/28)

Finalize level – **8 Hours**

* Make any necessary polishing to set design, level layout, and gameplay as needed based on feedback
* Cook Level
* Record final video presentation