

COSC 438 – Game Design and Development Schedule – Fall 2013

- 9/13** **Written Proposals Due via Blackboard**
- 9/20 First Draft Concept Art Due to CS Students
- 9/23 Feedback on Concept Art Due to Art Students
- 9/27 Second Draft Concept Art and Basic Art Assets Due
- 10/2** **Milestone #1 (Trailer 1 Due)**
- 10/16 Bulk Art Assets Due
- 10/28** **Milestone #2 (Trailer 2 Due)**
- 11/3 Art Revisions and Tweaks as Needed
- 11/13 Cut Scenes, Title Sequences, and Final Trailer Due
- 11/25** **Milestone #3**
- 12/4 Promotional Materials Due (Cover Art, Posters, Etc.)
- 12/9 Team reviews due
- 12/11** **Presentation Gala (tentative)**