

## Board Game Design Plan of Work

*adapted from Technology Student Association*

<b>Date</b>	<b>Task</b>	<b>Time Involved</b>	<b>Comments</b>
1/10/2022	Brainstorm possible prototype scene and object ideas	1 Day	Choose a part of the level that you want to test
1/11/2022	Make a list of possible objects needed for prototype	1 Day	See what specific objects may be needed to test the scene
1/12/2022	Sketch possible prototype ideas	1 Day	Sketch the scene
1/13/2022	Sketch possible object ideas	1 Day	Sketch the objects to see what purpose they have
1/14/2022	Write down rules	1 Day	Rules are subject to change but you need to have a base for the game.
1/15/2022-1/16/2022	Design prototype	2 Days	Try to create a physical model based on scene sketches
1/17/2022	Design objects	1 Day	Try to create a physical model based on object sketches
1/18/2022	Test out parts of the prototype	1 Day	Check how rules and objects interact and write down notes to make adjustments later
1/18/2022	Make adjustment to rules	1 Day	Make adjustments based on notes from testing
1/19/2022-1/21/2022	Come up with ideas for packaging	2 Days	Make a mood board, sketch, etc.
1/22/2022 - 1/25/2022	Begin working on packaging	3 Days	Make packaging based on sketches and mood boards.
1/26/2022	Make final adjustment to prototype	1 Day	Check packaging, objects, rules, etc.