

CyberPunk I:

The Search for Junc

Game Creation Schedule

Prepare Game:

- 10/30 – Concept
- 10/31 – Map Game
 - Choose screens, characters, and objects
 - Create solution (develop puzzles)
 - Views – Consider all necessary views based on solution
- 11/1 – Choose Graphics Templates
 - Rip or draw templates for males and females
 - Examine background styles and color schemes

Begin Background Drawings:

- Complete images in Photoshop.
- Make Palette Adjustments
- Transfer to SCI Studio and trace.
 - 11/2 – Background 1 of 20
 - 11/3 – Background 2 of 20
 - 11/4 – Background 3 of 20
 - 11/5 – Background 4 of 20
 - 11/6 – Background 5 of 20
 - 11/7 – Background 6 of 20
 - 11/8 – Background 7 of 20
 - 11/9 – Background 8 of 20
 - 11/10 – Background 9 of 20
 - 11/11 – Background 10 of 20
 - 11/12 – Background 11 of 20
 - 11/13 – Background 12 of 20
 - 11/14 – Background 13 of 20
 - 11/15 – Background 14 of 20
 - 11/16 – Background 15 of 20
 - 11/17 – Background 16 of 20
 - 11/18 – Background 17 of 20
 - 11/19 – Background 18 of 20
 - 11/20 – Background 19 of 20
 - 11/21 – Background 20 of 20

Begin Character Art:

- Complete in Photoshop
- Make Palette Adjustments
- Transfer to SCI Studio
 - 11/22 – Character 1 of 11
 - 11/23 – Character 1 of 11
 - 11/24 – Character 2 of 11
 - 11/25 – Character 3 of 11
 - 11/26 – Character 4 of 11
 - 11/27 – Character 5 of 11
 - 11/28 – Character 6 of 11
 - 11/29 – Character 7 of 11
 - 11/30 – Character 8 of 11
 - 12/1 – Character 9 of 11
 - 12/2 – Character 10 of 11
 - 12/3 – Character 11 of 11

Begin AGS Programming:

- 12/4 – Program Room 1 of 20
- 12/5 – Program Room 2 of 20
- 12/6 – Program Room 3 of 20
- 12/7 – Program Room 4 of 20
- 12/8 – Program Room 5 of 20
- 12/9 – Program Room 6 of 20
- 12/10 – Program Room 7 of 20
- 12/11 – Program Room 8 of 20
- 12/12 – Program Room 9 of 20
- 12/13 – Program Room 10 of 20
- 12/14 – Program Room 11 of 20
- 12/15 – Program Room 12 of 20
- 12/16 – Program Room 13 of 20
- 12/17 – Program Room 14 of 20
- 12/18 – Program Room 15 of 20
- 12/19 – Program Room 16 of 20
- 12/20 – Program Room 17 of 20
- 12/21 – Program Room 18 of 20
- 12/22 – Program Room 19 of 20
- 12/23 – Program Room 20 of 20