

thesis timeline	Duration (days)	Start Date	Finish Date	March	April						May			June					July
				3/25 class	4/1 class	4/8 class	4/15 class	4/22 class	4/29 class	5/6 class	5/13	5/20	5/27	5/31	6/7	6/14	6/21	6/28	7/2
Research	15	3/23	4/8																
Learn about character-building	5	3/23	3/28	█															
Build my character	9	3/29	4/8	█															
Learn the Techicals	35	3/29	5/2		█														
Design & Development																			
Conceptually Layout Diorama	4	4/9	4/12			█													
Object/Artifact Scouting	5	4/13	4/18			█	█												
Fabricate Diorama	10	4/19	4/29				█	█	█										
Create Prototype Input Systems	16	4/19	5/5				█	█	█	█									
Projection Map Production	16	4/19	5/5				█	█	█	█									
User Testing	7	4/30	5/6						█	█									
Iteration and Continued	All the days	5/10	6/8								█								
Documentation & Presentation	Every other day jot down progress & prepare for presentations a week in advance																		