

COSC 438 – Game Design and Development
Schedule – Fall 2015

- 9/9** **Written Proposals Due via Blackboard**
- 10/5** **Milestone #1 (Trailer 1 Due)**
- 10/21** **Milestone #2 (First playable prototype)**
- 11/25** **Milestone #3 (External reviewer beta)**
- 12/7 Team reviews due
- 12/9** **Presentation Gala (tentative)**