Advance Wars Timeline

December 2010 – Project Conception

January 2010 – Specifications outlined and work started

January 8th – Units Specifications complete

January 15th – Movement Mechanics complete

January 22nd – Art work and animations detailed along with storyboard described and map quantity suggested

January 29nd – Characters detailed and pre-project questions and concerns cleared

February –May 2010 – Coding finished alongside sprite design

June/July 2010 – Beta Release Debugging and playtesting

August 2010 – Release