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GAME IDEA

→ Destruction is fun

→ Best known monster which causes

destruction: Godzilla

→ Twist: Player starts small

→ Unique Selling Point: Colorful, Vivid, Voxel





BIG IDEA



- Create an exciting environment using vivid colors
- → Set a challenge for experienced players through a combo system
- → Every game session should bring something new
- → Almost everything shall be intractable

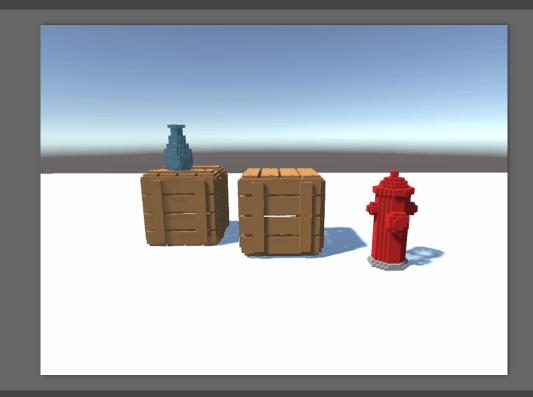


THE CITY - PROCEDURAL GENERATION





ABSOLUTE DESTRUCTION!!!

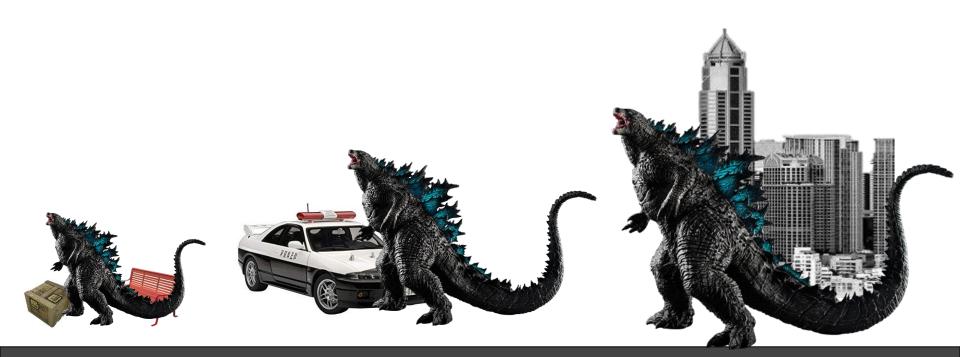








GAME IDEA - GROWTH





GAME IDEA - GAME PLAY





Target Schedule

- Functional Minimum => First basic minimal level against the time
- Low Target => First city-like level, destroy sensibly and in flow
- Desirable Target => Full city level with destruction objective after certain growth, playable game rounds
- High Target => Additional gameplay features



	DEV	DETAILS						04	į.	412							Q1			
			PROJECT WEEK:		tober 30	6	Novemb 13	20 20	27	4	Dec	ember 18	25	-1		January 15	22	29	Febru 5	i 12
	Everyone	-Deliverables		Project Setup	Report Presentation	Crinques	Report Presentation Mutual Critiques			Report Presentation					Report Presentation		Report Presentation	Video Shooting & Editing	Report Presentation Video Compiled Game	
Game Design	Everyone	- Components		Game Concept Game Idea Game Design Technical Achievements Development Schedule	Paper Prototype Design Paper Prototype Building	General Code Structure Design Controls Design General Atlack Design Kombo Atlack Design Simple UI Design	Refining Paper Prototype Checking setup for presentation			Refined Affack Design Advanced UI Design Enemy Al Design			Level Design	Pickup / Powerus Design Level Design Tutnrial Design		Create Questionary Playtest Scenari	Feedback Analysis		BUFFER	6
	Everyone	-Playfest			Playtesting Paper Prototype			Playtesting FM			Playlesting LT			Intermediate Playtesting		Playlesting DT	Playtest Session	Playlesting	Playlesting	
	Evgenija	General Design		Draw Concept Arts		Define Color Scheme Test building / object scale Gozilla Model Design	Design Gozilla Walk	House & Environment Design	House & Environment Design	Enamy Visual Design	Gozilla Scale Design + tests			HT: Story Design					BUFFER	ā
Modellin		- Gozilla Model				Gczilia Basic Model	Gozilla Rigging	Cozilla Walk Animation Gozilla Attack Animation	Gozilla Run Animation Gozilla Attack Animation	More Animations	Animations	Gozilla Advanced Kombo Animations			Polishing BUFFER	Final Gozila Visual Pollshing	Final Gozilla Visual Polishing	Apply Feedback t the game		(
g / Animatio	Evgenija/ Maxi/Tim	-Environment				Floor Plane		First House Steel Planes	First Environmen	first full Puzzle Piece	More Houses & City Pieces	More Environmen			Polishing	HT: Models		Apply Feedback t the game		
n		- Special Effects									88888		Voxel Parlide Elfects	Voxel Particle Effects	Polishing	Polishing	Polishing	Apply Feedback t the game		
	Evgenija	- Enemies									Static enemy modelling	Static Enemy Modelling	Dynamic Enamy Modelling	Dynamic Enemy Modelling	Polishing			the game Apply Feedbackt the game		
	Lukas	- Gamaplay					Allack Timing	Combo Mechanics	Combo Mechanics	Combo Mechanics	Gozilla Scale Mechanics Enemy Machanics	Enemy Mechanics	Enemy Mechanics	HT Enemy Mechanics	Polishing BUFFER	Additions according to designs		Apply Feedback t the game	•	
	Tim	- Destruction			Basic Destruction Tests	Basic Destruction	Basic Destruction	Refinement	Destruction Refinement	House & Environment Destruction	Fine Tune Destruction		Particle Effects in	Application of Particle Effects in Game	Destruction Recap for the whole city	Destruction Polishing	Destruction Polishing	Apply Feedback t the game		
Scripting	Tim	- Level Generation						Map Generation: Fill blanks	Map Generation: Fill blanks		Map Generation: whole map	Map Generation: whole map	generation	generation				Apply Feedback to the game		
	Lukas	- Camera & Charact	er .			Basic Controls Implementation General Scene Structure	Basic Controls Implementation General Scene Structure	Combo Controls Advanced Point &	Combo Controls	Flow & Timing	Camera Scale Mechanics Level Finish	Advanced Combo Controls Level Finish	Flow & Timing Game Flow from		Polishing	HT: Combos		Apply Feedbackt the game		
	Maxi	- Game Systems				General Object Structure	General Object Structure	Highscore Mechanic	Task Mechanics	Task Mechanics	Condition Object Destruction	Condition Object Destruction	Menu to game and back	Main Menu	Polishing	HT: Came modi		Apply Feedback t the game		П
	Everyone	- Bugfixing & Polishi	ng			Timer & Highscore	Timer & Highscore	Adjust Gameplay FM Bug Fixing			Adjust Gameplay LT Buo Fixing			DT Bug Fixing	DT Bug Fixing	Polishing	Polishing	Apply Feedback t	•	Ι.
	Everyone	- Menes									Game Menu UI			General Polishing Simple Tutorial		HT Advanced Tutorial		Apply Feedback t		-
UI	Everyone						Only necessary in-		Simple In-Game	Simple In-Game		-	Fancy in-Game U	Simple Tutorial Fancy In-Game		-	Ji Fancy In-Game I	Apply Feedback t		
	Everyone	-HUD					Game UI Only necessary HUD	-	Simple HUD	Simple HUD			Fancy HUD					" the game Apply Feedbackt the game		Ľ
Sound	Maxi	- Effects							First Effects	First Effects		Multiple Effects	Multiple Effects	Ambience	Amblence	Polishing	Polishing	Apply Feedback to the game Apply Feedback to		
Jound	Maxi	- Soundtrack										Soundtrack	Soundtrack	Soundtrack	Polishing			Apply Feedback t the came	° I	L
				Game Ide	a Milestone		Minimum /pe Milestone		Low Target	nterim Demo			Desired Targe		oha Release		Target?		shing inal Release	

										Interim De	mo Milestone						147	0
					PROJECT DE	TAILS			DURS	Not Yet Started	Low Target	04.12.2019 10.12.2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	8	0
STATUS	PRIORITY	START DATE	END DATE	DURATION	TASK NAME	ASSIGNEE	DESCRIPTION	ESTIMATED HOURS	ACTUAL HOURS	Not Yet Started	Low Target	04.12.2019 10.12.2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	5	0
										Not Yet Started	Functional Minimum	20.11.2019 26.11.2019	6	Playtesting FM	Everyone	Playtest the functional minimum game from the previous milestone	2	0
Game Idea	Milestone							62	0	Not Yet Started	Functional Minimum	20.11.2019 26.11.2019	6	Adjust Gameplay	Tim, Lukas	Adjust the functional minimum gameplay based on the findings in the playtest	6	0
Complete	Functional Minimum	23.10.2019 2	29 10 2019	6	Tools Setup	Lukas	Setup and build all tools needed for the project	3	0	Not Yet Started	Functional Minimum	20.11.2019 26.11.2019	6	FM Bug Fixing	Everyone	Fix any bugs found during the playtest and polish the gameplay	10	0
Complete	Functional Minimum	23.10.2019 2			Project Setup	Lukas	Set everything up to start the project	2	0	Not Yet Started	Low Target	20.11.2019 03.12.2019	13	House & Environment	Evgenija	Design how the environment and houses should look like and prepare a paper	3	0
							7 9 1 7 7	10			•			Design Enemy Visual				
Complete	Functional Minimum	30.10.2019		5	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	U	Not Yet Started	Low Target	04.12.2019 10.12.2019	6	Design	Evgenija	Design the visuals of static enemies	2	0
Complete	Functional Minimum	30.10.2019		5	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	3	0	Not Yet Started	Low Target	04.12.2019 10.12.2019	6	Advanced Attack Design	Everyone	Design advanced attacks that might have to be altered after FM	2	0
Complete	Functional Minimum	23.10.2019 2	29.10.2019	6	Game Concept	Everyone	Crate the basic game concept	5	0	Not Yet Started	Low Target	04.12.2019 10.12.2019	6	Refine UI Design	Everyone	Design a refined UI after testing the FM design	1	0
Complete	Functional Minimum	30.10.2019	05.11.2019	5	Draw Concept Arts	Everyone	Draw concepts arts and sketches of the basic mechanics in the game	3	0	Not Yet Started	Low Target	04.12.2019 10.12.2019	6	Enemy Al Design	Everyone	Design the static Enemy Ai	1	0
Complete	Functional Minimum	23.10.2019 2	29.10.2019	6	Game Idea	Everyone	Define the basic game idea	5	0	Not Yet Started	Low Target	20.11.2019 10.12.2019	20	Gozilla Animations	Evgenija	Gozilla Walk/Run/Attack Animations	20	0
Complete	Functional Minimum	23 10 2019	29 10 2019	6	Game Design	Everyone	Define the game in more detail	5	0	Not Yet Started	Low Target	20.11.2019 03.12.2019	13	House/Street Models	Everyone	Model houses, streets according to Evgenijas design	20	0
		22 04 2019		-	Technical		•			Not Yet Started	Low Target	20.11.2019 03.12.2019	13	Environment Models	Everyone	Model the environment in MagicaVoxel	10	0
Complete	Functional Minimum	22.04.2019 2	28.04.2019	ь	Achievements	Everyone	Define the technical achievements of the game	1	U	Not Yet Started	Low Target	04.12.2019 10.12.2019	6	City tile prefab	Everyone	Build a first city tile piece with the models and make a prefab	3	0
Complete	Functional Minimum	30.10.2019	05.11.2019	5	Paper Prototype Building	Everyone	Build the Paper Prototype and test play it	5	0	Not Yet Started	Low Target	20.11.2019 10.12.2019	20	Destruction Refinement	Tim	Refine destructions and adjust to bigger scale (houses)	6	0
Complete	Functional Minimum	30.10.2019	05.11.2019	5	Paper Prototype	Everyone	Design the Paper Prototype	3	0	Not Yet Started	Low Target	20.11.2019 10.12.2019	20	Combo Mechanics	Lukas	Implement the combo mechanics for the character attacks	10	0
			-		Design		- "			Not Yet Started	Low Target	20.11.2019 10.12.2019	20	Combo Controls	Lukas	Fit the attacks to the combo mechanics and check for flow & timing	5	0
Complete	Functional Minimum	23.10.2019 2	29.10.2019	6	Basic Destruction Tests	Tim	Implement some basic destruction with objects from MagicaVoxel	5	0	Not Yet Started	Low Target	20.11.2019 03.12.2019	13	Map Generation 1 Advanced Points &	Tim	Build simple layout and fill blocks with prefab tiles	10	0
					Study	_				Not Yet Started	Low Target	20.11.2019 26.11.2019	6	Highscore	Maxi	Adjust Points and Highscore according to bigger buildings	2	0
Complete	Functional Minimum	30.10.2019	vs.11.2019	5	MagicaVoxel	Everyone	Download MagicaVoxel and get familiar with it	4	U	Not Yet Started Not Yet Started	Low Target Low Target	27.11.2019 10.12.2019 27.11.2019 10.12.2019	13 13	Task Mechanics Simple UI / HUD	Maxi	Implement a task mechanic system Adjust the in-game UI and HUD, improve to advanced state	10	0
Complete	Functional Minimum	30.10.2019	05.11.2019	5	Development Schedule	Maxi	Define the tasks and development schedule for the game	10	0	Not Yet Started	Low Target	27.11.2019 10.12.2019	13	First Soundtracks	Maxi	Create and add first effect samples for the game	5	0
Prototype	Milestone							110	0	Alpha Rele	ase Milestone						222	0
Not Yet Started	Functional Minimum	13.11.2019	10 11 2010	6	Critiques	Everyone	Written critiques of all other projects as an email to the supervisors	110		Not Yet Started	Functional Minimum	08.01.2020 14.01.2020	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	8	0
	Functional Minimum	13 11 2019								Not Yet Started	Functional Minimum	08.01.2020 14.01.2020	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	5	0
Not Yet Started	T directorial Williams				Report	Everyone	Write the Report for the milestone and upload to the wiki	0		Not Yet Started	Low Target	11.12.2019 17.12.2019	6	Playtesting LT	Everyone	Playtest the low target game from the previous milestone	5	0
Not Yet Started	Functional Minimum	13.11.2019		6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	5	0	Not Yet Started	Low Target	11.12.2019 17.12.2019	6	Adjust Gameplay	Lukas, Tim	Adjust the gameplay based on the findings in the playtest	6	0
Not Yet Started	Functional Minimum	13.11.2019	19.11.2019	6	Mutual Critiques	Everyone	Submit mutual critiques on the wiki (every team member separately)	1	0	Not Yet Started	Low Target	11.12.2019 17.12.2019	6	LT Bug Fixing	Everyone	Fix bugs encounterd during the playtesting	10	0
Not Yet Started	Functional Minimum	06.11.2019	12.11.2019	6	Controls Design	Everyone	Design the control scheme of the game	1	0	Not Yet Started	Desirable Target	11.12.2019 17.12.2019	6	Gozilla Scale tests	Evgenija, Tim	Test scaling Gozilla to a bigger version, incorporate destruction	3	0
Not Yet Started	Functional Minimum	06.11.2019	19.11.2019	13	Controls Implementation	Lukas	Implement the control scheme of the game	10	0	Not Yet Started	Desirable Target	11.12.2019 24.12.2019	13	Advanced Animations	Evgenija	Create animations for advanced attacks and combos	15	0
Not Yet Started	Functional Minimum	13 11 2019	10 11 2010	6	Refining Paper	Everyone	Refine the paper prototype and finalize for presentation	E	0	Not Yet Started	Desirable Target	11.12.2019 31.12.2019	20	Advanced Asset Creation	Everyone	Create more houses, environment, city pieces	10	0
					Prototype General Code		11.1.2	,	٠	Not Yet Started	Desirable Target	01.01.2020 07.01.2020	6	Full city	Everyone	Build a first city from prefab tiles	1	0
Not Yet Started	Functional Minimum	06.11.2019	12.11.2019	6	Structure Design	Everyone	Define the structure that every programmer has to stick to	5	0	Not Yet Started	Desirable Target	11.12.2019 24.12.2019	13	Static Enemy Models	Evgenija	Model the static enemies like cars etc.	10	0
Not Yet Started	Functional Minimum	06.11.2019	12.11.2019	6	General Attack Design	Everyone	Define basic and advanced attacks by the character	2	0	Not Yet Started	High Target	11.12.2019 24.12.2019	13	Dynamic Enemy Models	Evgenija	Model the dynamic enemies like soldiers etc.	х	0
Not Yet Started	Functional Minimum	06.11.2019	10.44.0040		Kombo Attack	Everyone	Define the basic and advanced combos of the character			Not Yet Started	Desirable Target	11.12.2019 17.12.2019	6	Models Gozilla Scale	Lukas	Implement the Gozilla scale mechanics and increased damage etc.		0
Not Yet Started	runctional Minimum	06.11.2019	12.11.2019	0	Design	Everyone	Define the basic and advanced compos of the character	2	U	Not Yet Started	Desirable Target	11.12.2019 31.12.2019	20	Mechanics Enemy Mechanics	Lukas		40	0
Not Yet Started	Functional Minimum	06.11.2019	12.11.2019	6	Simple UI Design	Everyone	Mockup a simple UI and define all necessary parts, draw concept sketches	3	0				20	Dynamic Enemy		Implement static enemy mechanics & interaction with the character	12	0
Not Yet Started	Functional Minimum	06.11.2019	12.11.2019	6	Define Color	Evgenija	Set the final color scheme for character and environment, make MagicaVoxel	2	0	Not Yet Started	High Target	01.01.2020 07.01.2020	6	Mechanics Camera scale	Lukas	Implement dynamic enemy mechanics	Х	U
		00 44 004			Scheme		palette			Not Yet Started	Desirable Target	11.12.2019 17.12.2019	6	mechanics Advanced Combo	Lukas	Make the camera move up with the scale of Gozilla	3	0
Not Yet Started	Functional Minimum		12.11.2019	6	Design Gozilla	Evgenija	Design the main character Gozilla	1	0	Not Yet Started	Desirable Target	11.12.2019 17.12.2019	6	Controls Finetune	Lukas	Implement advanced combo controls + finetung flow	8	0
Not Yet Started	Functional Minimum	06.11.2019		6	Test object scale Gozilla Basic	Tim	Test the scale of small vs big objects in MagicaVoxel and define a base scale	2	0	Not Yet Started	Desirable Target	11.12.2019 17.12.2019	6	destruction	Tim	Fine tune the destruction for big scale Gozilla	3	0
Not Yet Started	Functional Minimum	06.11.2019	12.11.2019	6	Model	Evgenija	Build the first iteration of the Gozilla character with MagicaVoxel	10	0	Not Yet Started Not Yet Started	Desirable Target Desirable Target	07.01.2020 14.01.2020 11.12.2019 24.12.2019	7 13	Destruction Recap Map Generation 2	Tim Tim	Recap the destruction for the now first final city Implement map generator for creating a whole city from scratch	3 10	0
Not Yet Started	Functional Minimum	06.11.2019 1	12.11.2019	6	Floor Basic Model	Tim	Build a floor of 1 voxel height to put houses and objects on top	1	0	Not Yet Started	High Target	25.12.2019 07.01.2020	12	Map Generation 3	Tim	Implement map generator that creates new city modules	X	0
Not Yet Started	Functional Minimum	06.11.2019	19.11.2019	13	Basic Destruction	Tim	Research more about destruction and implement the destruction interface	10	0	Not Yet Started	Desirable Target	11.12.2019 14.01.2020 25.12.2019 07.01.2020	33		Maxi, Everyone Tim		10	0
				-			•		-	Not Yet Started Not Yet Started	Desirable Target Desirable Target	25.12.2019 07.01.2020 25.12.2019 07.01.2020	12	Visual Effects Effect Inclusion	Tim	Voxel Particle Effects for the environment and the character Include Voxel Particle Effects into the game	2	0
Not Yet Started	Functional Minimum	06.11.2019	19.11.2019	13	Basic Controls	Lukas	Implement the main controls of the character	10	0	Not Yet Started	Desirable Target	25.12.2019 07.01.2020	12	DT End Condition	Maxi	Implement the DT end condition: main objective destroyed and include in game	8	0
Not Yet Started	Functional Minimum	06.11.2019	12.11.2019	6	Timer & Highscore	Maxi	Add simple win conditions/limitations	2	0	Not Yet Started	Desirable Target	11.12.2019 24.12.2019	13	Game flow	Maxi	cycle Implement a full game cycle from menu to game and back with fancy visuals	10	0
Not Yet Started	E	06 11 2019	10 11 0010	13	0 10 1	Maxi	Define and implement a general game loop structure with necessary object			Not Yet Started	Desirable Target	18.12.2019 14.01.2020	26	Soundtrack	Maxi	Add more soundtracks to the game	10	0
rvot Yet Started	Functional Minimum	06.11.2019	19, 11,2019	13	General Structure	IVIAXI	structures	ö	U	Not Yet Started	Desirable Target	18.12.2019 14.01.2020	26	Sound Effects	Maxi	Add different soundeffects + ambience to the game	10	0
Not Yet Started	Functional Minimum	13.11.2019	19.11.2019	6	Design basic obstacles	Evgenija	Design basic obstacles for this milestone	1	0	Not Yet Started	Desirable Target	01.01.2020 07.01.2020	6	Playtesting DT	Everyone	Playtest the almost final version of the desirable target game	5	0
	E 2 1861	10.11.001			Gozilla Walk					Not Yet Started	Desirable Target	01.01.2020 14.01.2020	13	Add Simple	Everyone	Add a simple tutorial for the upcoming playtests	10	0
Not Yet Started	Functional Minimum	13.11.2019	19.11.2019	6	Animation Design	Evgenija	Design the walk animation of Gozilla	1	0	Not Yet Started	Desirable Target	07.01.2020 14.01.2020	7	Bugfixing &	Everyone	Adjust the gameplay based on the findings in the playtest, bugfix	12	0
Not Yet Started	Functional Minimum	13 11 2019	19 11 2019	6	Gozilla Walk	Evgenija	Rig Gozilla	5	0	Not Yet Started	High Target	25.12.2019 07.01.2020	12	Adiustina Powerup Design	Everyone	Design Power ups for the character	х	0
				•	Animation			•	•	Not Yet Started	High Target	25.12.2019 07.01.2020	12	Dynamic Enemy Design	Everyone	Design dynamic enemies	Х	0
Not Yet Started	Functional Minimum	13.11.2019	19.11.2019	6	Basic Obstacles	Tim/Maxi	Build the basic obstacles designed by Evgenija	5	0	Not Yet Started	High Target	25.12.2019 07.01.2020	12	Advanced Tutorial Design	Everyone	Ddesign an advanced Tutorial	х	0
Not Yet Started	Functional Minimum	13.11.2019	19.11.2019	6	Attack Timing	Lukas	Build core mechanics for attack timing	5	0	Not Yet Started	High Target	25.12.2019 07.01.2020	12	Level Design	Everyone	Design new playable levels e.g. for the tutorial	х	0
Net Vet Class 3	Eventional Minia	12 11 2010	10 11 2010	6		Maui	Add simple assessed III and HIID for the cases	2	0	Not Yet Started	High Target	01.01.2020 14.01.2020	13	Story Design	Everyone	Design a story for the game and increase game experience	X	0
Not Yet Started	Functional Minimum	13.11.2019	15,11,2019	0	In-Game UI	Maxi	Add simple necessary UI and HUD for the game	2	U	Not Yet Started	Desirable Target	07.01.2020 14.01.2020	7	Polishing	Everyone	Polish the game desired target	20	0

<u>Playtesting</u>	g Milestone							130	0
ot Yet Started	Functional Minimum	22.01.2020	28.01.2020	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	8	0
ot Yet Started	Functional Minimum	22.01.2020	28.01.2020	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	5	0
ot Yet Started	Desirable Target	15.01.2020	21.01.2020	6	Playtesting DT	Everyone	Playtest the desirable target game	6	0
ot Yet Started	Desirable Target	15.01.2020	21.01.2020	6	Adjust Gameplay	Tim, Lukas	Adjust the gameplay based on the playtest	10	0
ot Yet Started	Desirable Target	15.01.2020	21.01.2020	6	DT Bug Fixing	Everyone	Fix any bugs encountered during playtesting	10	0
ot Yet Started	Desirable Target	15.01.2020	21.01.2020	6	Gameplay Polishing	Tim, Lukas	Polish the gameplay for the playtest session	5	0
ot Yet Started	Functional Minimum	15.01.2020	21.01.2020	6	Create Questionary	Everyone	Create the questionary for the the playtest session	2	0
ot Yet Started	Functional Minimum	15.01.2020	21.01.2020	6	Playtest Scenario	Everyone	Define the playtest session and what the participants are suposed to do	2	0
ot Yet Started	Functional Minimum	22.01.2020	28.01.2020	6	Playtest Session	Everyone	Playtest the game with external players	20	0
ot Yet Started	Desirable Target	15.01.2020	28.01.2020	13	Visual Polishing	Everyone	Final Gozilla, asset and effect visual polishing	10	C
ot Yet Started	Desirable Target	15.01.2020	28.01.2020	13	Sound Polishing	Maxi	Polish the sound of the game	5	C
ot Yet Started	Desirable Target	15.01.2020	28.01.2020	13	UI Polishing	Everyone	Polish the UI of the game	5	(
ot Yet Started	High Target	15.01.2020	28.01.2020	13	Advanced Tutorial	Everyone	Create an advanced and more detailed tutorial	X	(
t Yet Started	High Target	15.01.2020	28.01.2020	13	HT models	Everyone	Create high target models (environment, power ups etc.)	X	(
t Yet Started	High Target	15.01.2020	28.01.2020	13	Gameplay Additions	Lukas, Tim	Add designed high target gameplay additions to the game	Χ	
t Yet Started	High Target	15.01.2020	28.01.2020	13	New Game Modes	Maxi	Add new game modes	X	
ot Yet Started	High Target	15.01.2020	28.01.2020	13	New Combos	Lukas	Add high target combos to the controls	X	(
t Yet Started	Desirable Target	22.01.2020	28.01.2020	6	Apply Feedback to Game	Everyone	Apply the feedback from the playtest to the game and fix any complaints	20	(
ot Yet Started	Desirable Target	22.01.2020	28.01.2020	6	Bug Fixing	Everyone	Fix any bugs encountered during playtesting	10	(
t Yet Started	Desirable Target	22.01.2020	28.01.2020	6	Polishing	Everyone	Polish any unpolished aspects encountered during playtesting	10	0
ot Yet Started	Functional Minimum	22.01.2020	28.01.2020	6	Feedback Analysis	Everyone	Analyse the feedback from the playtest session	2	0
inal Relea	ase Milestone							142	0
ot Yet Started	Functional Minimum	05.02.2020	11.02.2020	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	15	0
ot Yet Started	Functional Minimum	05.02.2020	11.02.2020	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	10	(
ot Yet Started	Functional Minimum	29.01.2020	11.02.2020	12	Video	Everyone	Make a video that highlights exciting aspects of the game	15	(
ot Yet Started	Functional Minimum	05.02.2020	11.02.2020	6	Compiled Game	Everyone	Compiled final version of game with sources	2	(
ot Yet Started	Desirable Target	05.02.2020	11.02.2020	6	Bug Fixing	Everyone	Fix all known bugs for final version	40	(
ot Yet Started	Desirable Target	05.02.2020	11.02.2020	6	Polishing	Everyone	Polish everything for final version	40	(
ot Yet Started	Desirable Target	05.02.2020		6	Playtesting	Everyone	Playtest the whole game to find any rough edges	20	(

QUESTIONS?

