



Team Rocket

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beyond reach

4. Milestone
Alpha Release

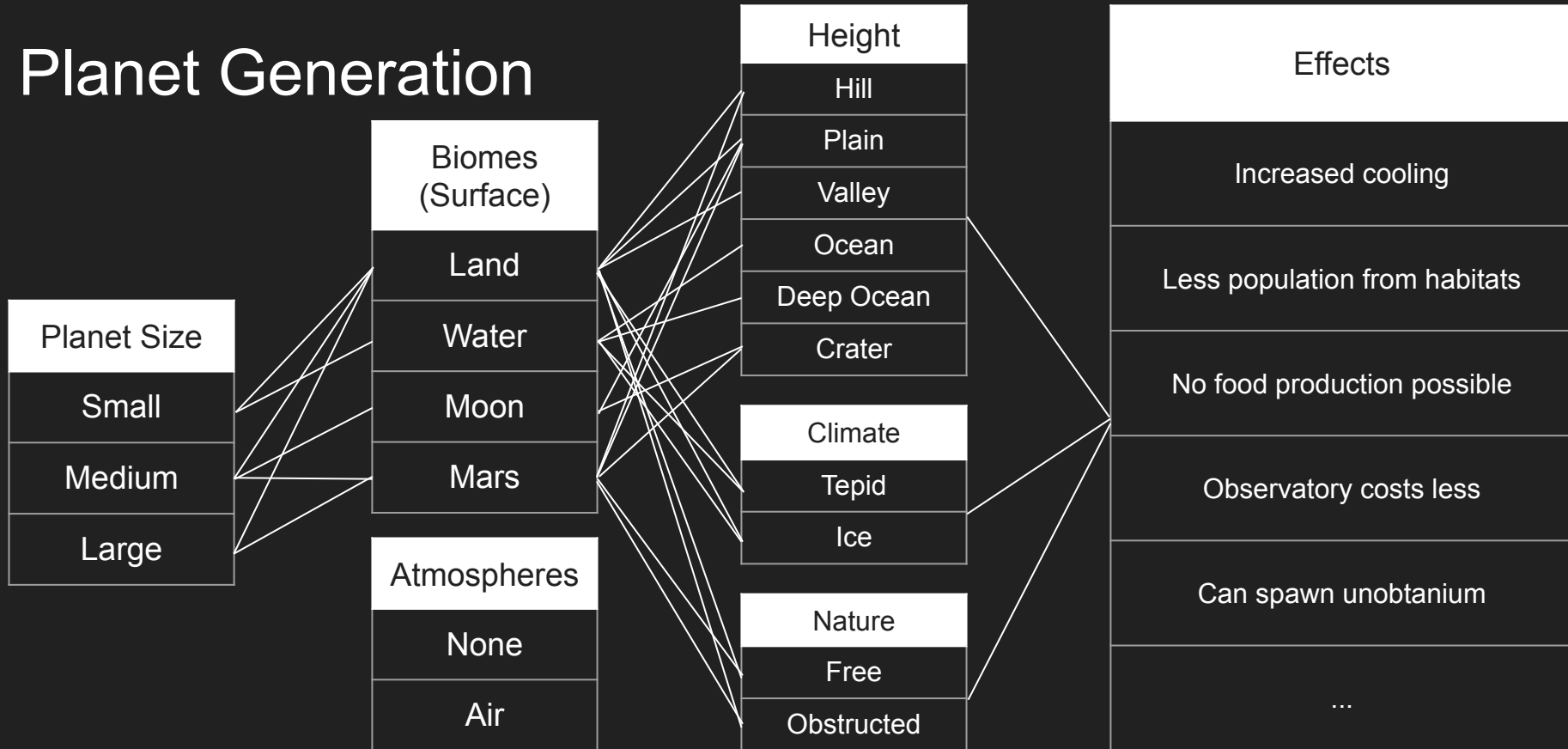
PHASE		TARGET CODE					DEV	DETAILS	Q2		JUN		
		Functional Minimum	Low Target	Desirable Target	High Target	Extras		20	27	3	10	17	
		PROJECT WEEK:											
1	Game Design						Everyone - Deliverables		Report Presentation			Report Presentation	
							Everyone - Playtest			Playtesting LT		Playtesting DT	
							Everyone - Components	LT Ship Stats		Workforce System DT Building Stats	DT Ship Stats		
2	Modelling						Jan, Maxi - Base Models	LT Building Models		DT Building Models	DT Building Models		
							Alex - Tile Models						
							Alex - Special Effects			Visual Effects	Visual Effects	Visual Effects	
							Jan, Maxi - Moving Models	LT Ship Models	LT Ship Models		DT Ship Models	DT Ship Models	
3	Scripting						Jan, Maxi - Gameplay	Add LT Resources LT Building Implementation LT Ship Implementation	LT Ship Implementation Discovery Mechanic LT Victory Condition	Add DT Resources DT Building Implementation	DT Building Implementation DT Ship Implementation	DT Ship Implementation DT Victory Conditions	
							Lukas - Artificial Intelligence	AI Additions for LT	AI Additions for LT	Fine-Tune LT AI	AI Additions for DT	AI Additions for DT	
							Alex - Planet Generation	Add Components to Generation	Add Components to Generation	Planet Generation Fine-Tuning	Planet Generation Fine-Tuning	Planet Generation Fine-Tuning	
							Jan, Maxi - Game Systems	Advanced Controls Ship Selection System Ship Pathfinding System	Resource Transfer System				
							Alex - Tools						
							Everyone - Bugfixing & Polishing			Adjust Gameplay LT Bug Fixing		Adjust Gameplay	
4	Rendering						Alex - Render Backend	LODs Billboards	LODs Billboards	LODs Billboards	LODs Billboards	Visual Enhancements	
							Alex - Tech Art	LODs Billboards	LODs Billboards	LODs Billboards	LODs Billboards	LODs Billboards	
							Alex - Shaders	Planet Shader	Planet Shader	LODs Billboards	LODs Billboards	LODs Billboards	
5	UI						Alex - Menus			Game Menu UI	Game Menu UI	Game Menu UI Simple Tutorial	
							Alex - In-Game	Simple In-Game UI	Simple In-Game UI			Fancy In-Game UI	
							Alex - HUD						
6	Sound						Maxi - Effects						
							Maxi - Soundtrack		First Soundtracks	First Soundtracks	Soundtrack	Soundtrack	

Interim Demo Milestone

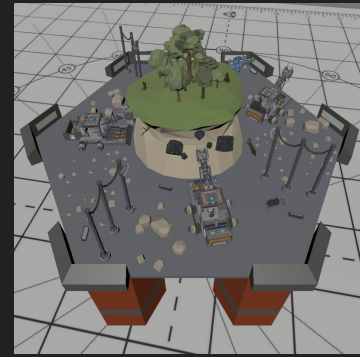
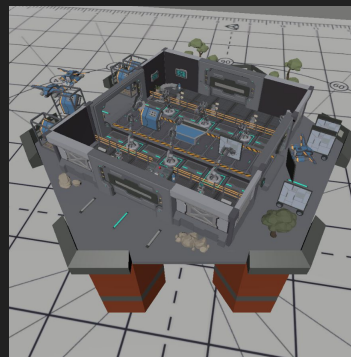
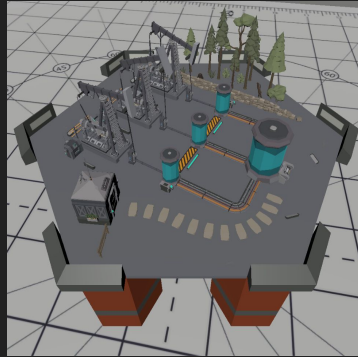
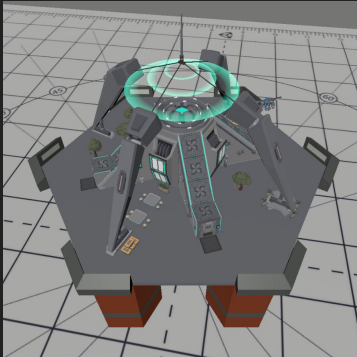
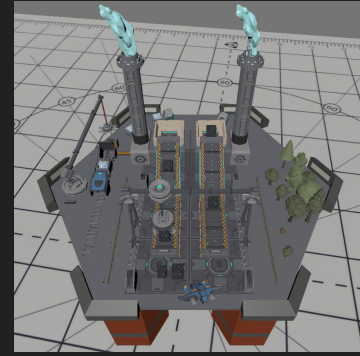
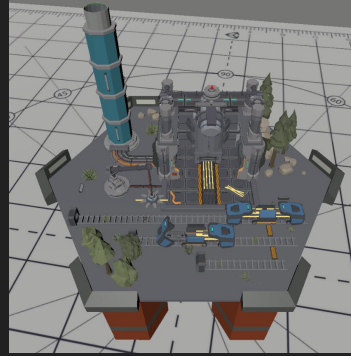
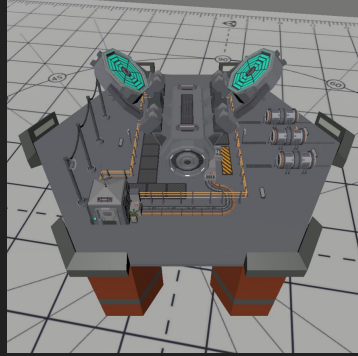
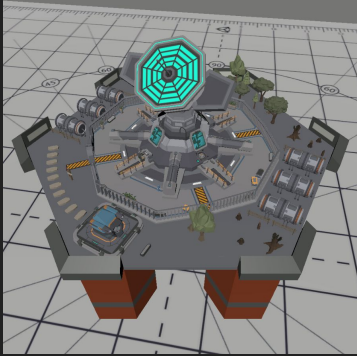
Alpha Release Milestone

Luk

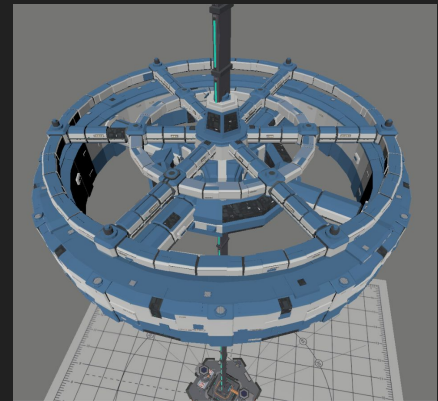
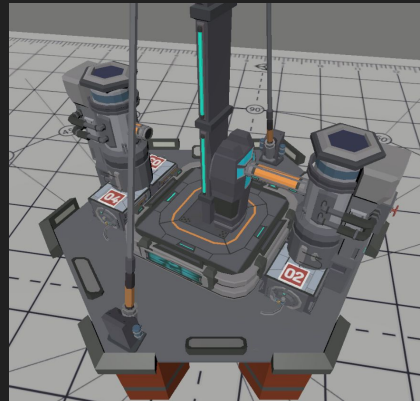
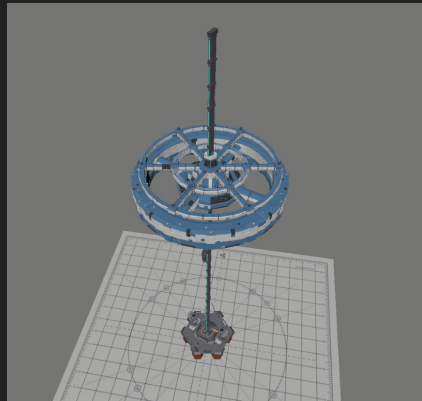
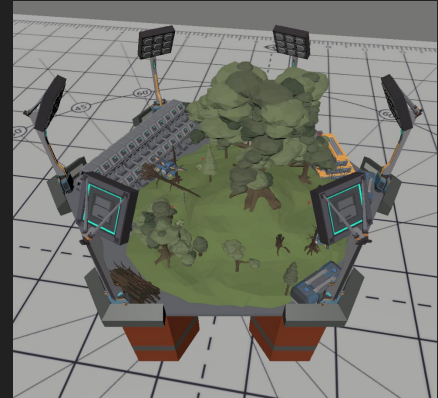
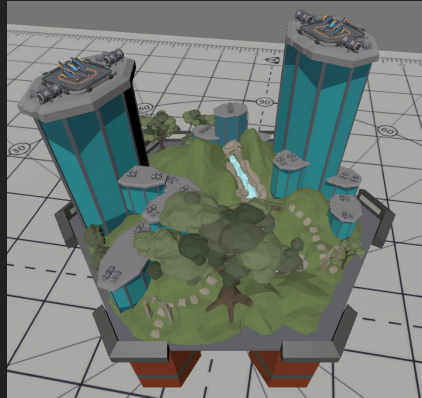
Planet Generation



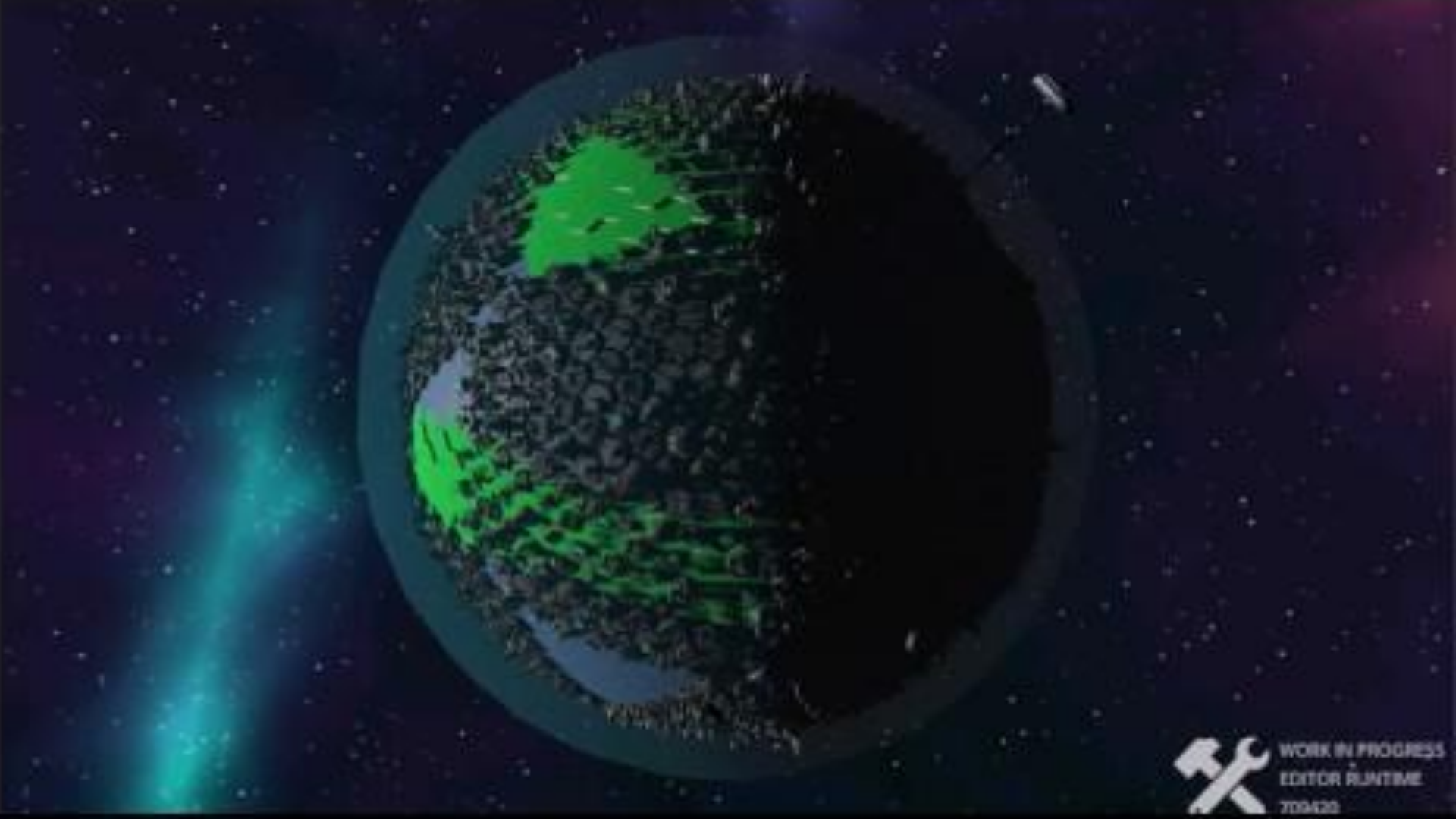
Buildings



Buildings

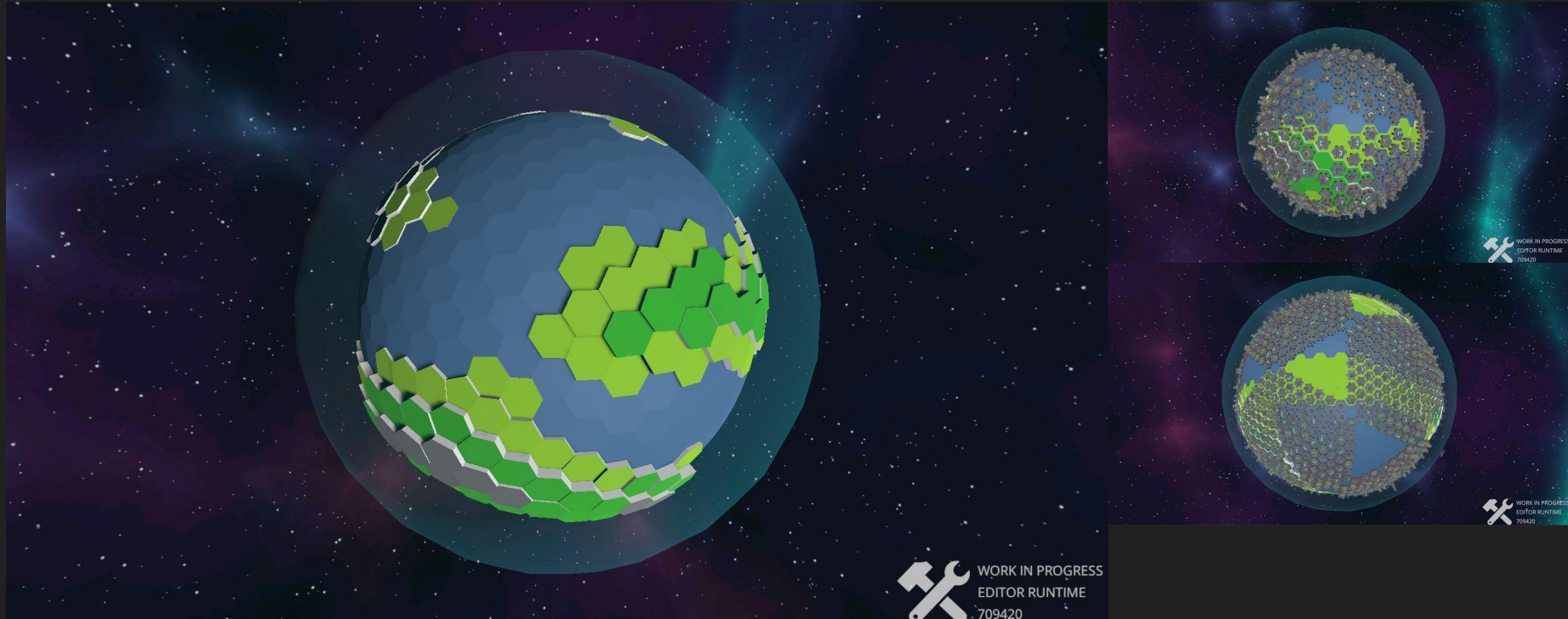



Prototype Demo



WORK IN PROGRESS
EDITOR RUNTIME
700420

Appendix - Planet Generation



 WORK IN PROGRESS
EDITOR RUNTIME
709420

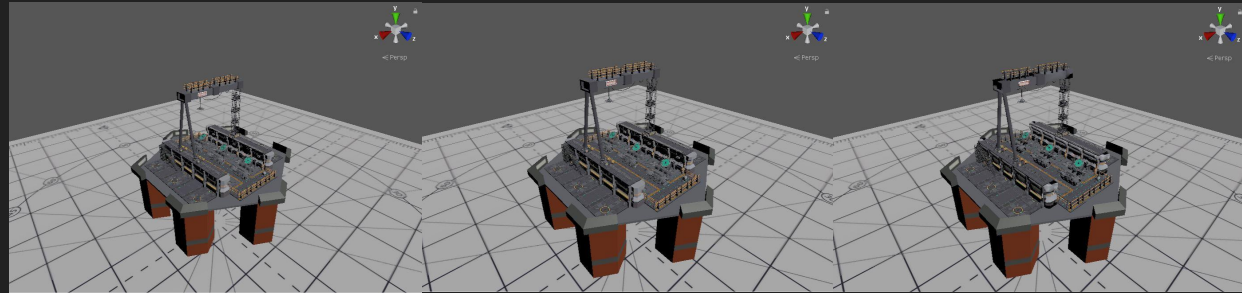
 WORK IN PROGRESS
EDITOR RUNTIME
709420

 WORK IN PROGRESS
EDITOR RUNTIME
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Appendix - LOD



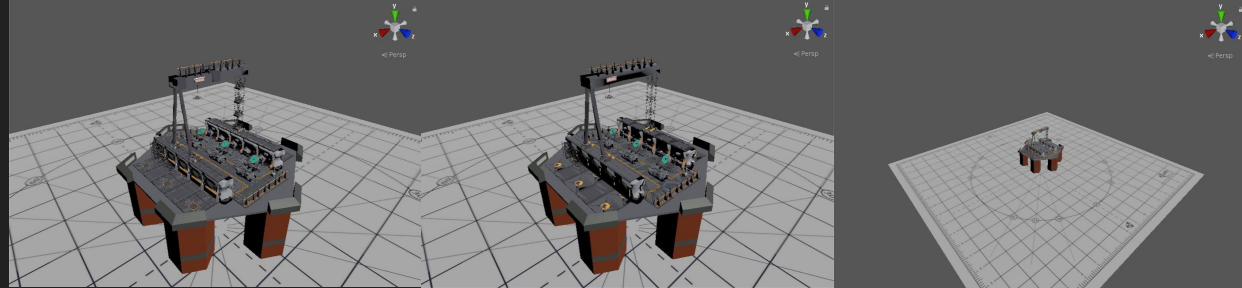
In case you wonder about the high vertex count...



Default Object
232.4k vertices
310 objects

LOD 0
232.4k vertices
7 objects

LOD 1
52.1k vertices
7 objects

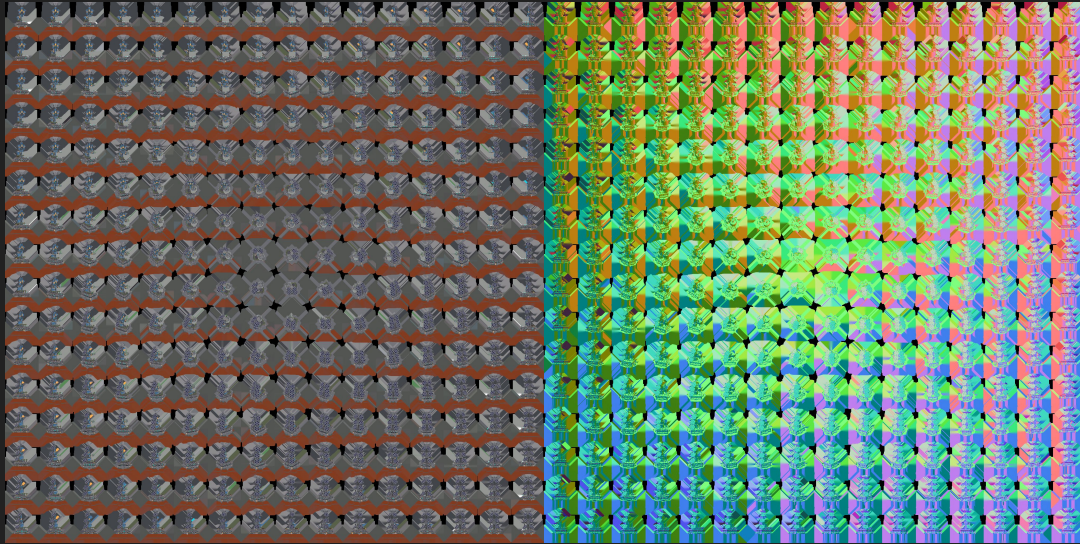


LOD 2
28.4k vertices
6 objects

LOD 3
8.1k vertices
6 objects

LOD 4
6 vertices
1 object

Appendix - Billboards



Optimizing UE4 for Fortnite: Battle Royale

<https://www.youtube.com/watch?v=1xiwJukvb60>

