

PROJECT DETAILS								HOURS	
STATUS	PRIORITY	START DATE	END DATE	DURATION	TASK NAME	ASSIGNEE	DESCRIPTION	ESTIMATED HOURS	ACTUAL HOURS
Game Idea Milestone								86	4
Complete	Functional Minimum	15/04/2019	21/04/2019	6	Project Setup	Jan	Set everything up to start the project	5	4
In Progress	Functional Minimum	22/04/2019	28/04/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	0
In Progress	Functional Minimum	22/04/2019	28/04/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	0
In Progress	Functional Minimum	15/04/2019	28/04/2019	13	Game Concept	Everyone	Crate the basic game concept	10	0
In Progress	Functional Minimum	15/04/2019	28/04/2019	13	Draw Concept Arts	Everyone	Draw concepts arts and sketches of the basic mechanics in the game	15	0
In Progress	Functional Minimum	15/04/2019	28/04/2019	13	Game Idea	Everyone	Define the basic game idea	10	0
In Progress	Functional Minimum	15/04/2019	28/04/2019	13	Game Design	Everyone	Define the game in more detail	20	0
In Progress	Functional Minimum	22/04/2019	28/04/2019	6	Technical Achievements	Everyone	Define the technical achievements of the game	5	0
In Progress	Functional Minimum	22/04/2019	28/04/2019	6	Development Schedule	Everyone	Define the tasks and development schedule for the game	10	0
Prototype Milestone								162	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Critiques	Everyone	Written critiques of all other projects as an email to the supervisors	1	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Mutual Critiques	Everyone	Submit mutual critiques on the wiki (every team member separately)	1	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Paper Prototype Building	Everyone	Build the paper prototype of the game	20	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Paper Prototype Design	Everyone	Design the paper prototype of the game	20	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	FM Building Stats	Jan, Maxi	Define the statistics (cost, production etc.) of the builings in the functional minimum stage	1	0
Not Yet Started	Functional Minimum	29/04/2019	12/05/2019	13	Loading Data System	Jan, Maxi	Implement the loading of building and other important data from file	2	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	FM Building Models	Jan, Maxi	Build the prefabs for the building models in the functional minimum stage	8	0
Not Yet Started	Functional Minimum	29/04/2019	12/05/2019	13	FM Building Implementation	Jan, Maxi	Implement the functional minimum buildings into the gameplay	10	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Unity Setup	Alex	Setup the Unity project with assets and settings needed for our game	2	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Controls Design	Jan, Maxi	Design the control scheme of the game	1	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Playtesting Paper Prototype	Everyone	Playtest the paper prototype	10	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Refining Paper Prototype	Everyone	Refine the paper prototype based on the playtesting sessions	10	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Basic Planet Generation	Alex	Build the basic planet generation for our game	10	0

Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Lighting and Sun	Alex	Build the sun in the middle of the solar system and implement the light emission	1	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Basic Planet Movement	Jan, Maxi	Implement the planets moving around the sun	2	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Basic Controls	Jan, Maxi	Implement the basic controls needed on the first planet	4	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Tools Setup	Alex	Setup and build all tools needed for the project	5	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Basic Resource System	Jan, Maxi	Implement the first basic resource system	2	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Modelling Placeholder Planet	Alex	Model the placeholder for the planet, so that gameplay programming can begin	2	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Modelling of Platform	Alex	Model the base platform, which will house all buildings in our game	4	0
Not Yet Started	Functional Minimum	29/04/2019	05/05/2019	6	Building Placement System	Jan, Maxi	Implement the placement system for the buildings on the planet	10	0
Not Yet Started	Functional Minimum	29/04/2019	12/05/2019	13	Basic AI	Lukas	Implement the basic AI of the enemies for the functional minimum stage	20	0
Not Yet Started	Functional Minimum	06/05/2019	12/05/2019	6	Basic Victory Condition	Jan, Maxi	Implement the first victory condition in the functional minimum stage	5	0

Interim Demo Milestone

219 0

Not Yet Started	Functional Minimum	27/05/2019	02/06/2019	5	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	0
Not Yet Started	Functional Minimum	27/05/2019	02/06/2019	5	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	0
Not Yet Started	Functional Minimum	13/05/2019	19/05/2019	6	Playtesting FM	Everyone	Playtest the functional minimum game from the previous milestone	5	0
Not Yet Started	Functional Minimum	13/05/2019	19/05/2019	6	Adjust Gameplay	Jan, Maxi	Adjust the functional minimum gameplay based on the findings in the playtest	6	0
Not Yet Started	Functional Minimum	13/05/2019	19/05/2019	6	Fine-Tune FM AI	Lukas	Fine-tune the AI based on the findings in the playtest	6	0
Not Yet Started	Functional Minimum	13/05/2019	19/05/2019	6	FM Bug Fixing	Everyone	Fix any bugs found during the playtest and polish the gameplay	10	0
Not Yet Started	Low Target	13/05/2019	19/05/2019	6	Multiple Planet Generation	Alex	Implement the generation of multiple planets and polish the current generation process	10	0
Not Yet Started	Low Target	20/05/2019	02/06/2019	12	Add Components to Generation	Alex	Add new components to the planet generation, such as land masses, atmosphere and animated water	35	0
Not Yet Started	Low Target	13/05/2019	19/05/2019	6	Build Solarsystem	Jan, Maxi	Build a moving solarsystem out of the planets	4	0
Not Yet Started	Low Target	13/05/2019	19/05/2019	6	LT Building Stats	Jan, Maxi	Define the statistics of the new buildings added in the low target	1	0
Not Yet Started	Low Target	13/05/2019	26/05/2019	13	LT Building Models	Jan, Maxi	Build the prefab models for all the buildings	10	0
Not Yet Started	Low Target	13/05/2019	26/05/2019	13	LT Building Implementation	Jan, Maxi	Implement the low target buildings into the game	6	0
Not Yet Started	Low Target	20/05/2019	26/05/2019	6	Add LT Resources	Jan, Maxi	Add the low target resources into the game	3	0
Not Yet Started	Low Target	20/05/2019	26/05/2019	6	LT Ship Stats	Jan, Maxi	Define the statistics of the ships added in the low target	1	0
Not Yet Started	Low Target	20/05/2019	02/06/2019	12	LT Ship Models	Jan, Maxi	Build the prefabs for the low target ship models	4	0
Not Yet Started	Low Target	20/05/2019	02/06/2019	12	LT Ship Implementation	Jan, Maxi	Implement the low target ships into the game	4	0
Not Yet Started	Low Target	20/05/2019	26/05/2019	6	Advanced Controls	Jan, Maxi	Implement the advanced controls for the camera, which differentiates between the planet and the general solarsystem	8	0

Not Yet Started	Low Target	20/05/2019	26/05/2019	6	Ship Selection System	Jan, Maxi	Implement the system to select and command ships to new positions	10	0
Not Yet Started	Low Target	20/05/2019	26/05/2019	6	Ship Pathfinding System	Jan, Maxi	Implement the pathfinding system for the ships	6	0
Not Yet Started	Low Target	27/05/2019	02/06/2019	5	Resource Transfer System	Jan, Maxi	Implement the resource transfer system between two planets	12	0
Not Yet Started	Low Target	27/05/2019	02/06/2019	5	Discovery Mechanic	Jan, Maxi	Implement the discovery mechanic, to discover new planets with the observatory	12	0
Not Yet Started	Low Target	20/05/2019	02/06/2019	12	AI Additions for LT	Lukas	Adjust and implement the newly added features from the low target to the AI implementation	35	0
Not Yet Started	Low Target	20/05/2019	02/06/2019	12	Simple In-Game UI	Alex	Design and implement first simple UIs for in-game actions, such as selecting and placing buildings and transferring goods	10	0
Not Yet Started	Low Target	20/05/2019	02/06/2019	12	First Soundtracks	Maxi	Create and add first soundtrack samples for the game (background music)	5	0
Not Yet Started	Low Target	27/05/2019	02/06/2019	5	LT Victory Condition	Jan, Maxi	Implement the victory conditions for the low target game	5	0

Alpha Release Milestone

208 0

Not Yet Started	Functional Minimum	17/06/2019	23/06/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	0
Not Yet Started	Functional Minimum	17/06/2019	23/06/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	0
Not Yet Started	Low Target	03/06/2019	09/06/2019	6	Playtesting LT	Everyone	Playtest the low target game from the previous milestone	5	0
Not Yet Started	Low Target	03/06/2019	09/06/2019	6	Adjust Gameplay	Jan, Maxi	Adjust the gameplay based on the findings in the playtest	6	0
Not Yet Started	Low Target	03/06/2019	09/06/2019	6	Fine-Tune LT AI	Lukas	Fine-tune the AI based on the experience in the playtests	10	0
Not Yet Started	Low Target	03/06/2019	09/06/2019	6	LT Bug Fixing	Everyone	Fix bugs encountered during the playtesting	10	0
Not Yet Started	Low Target	03/06/2019	09/06/2019	6	Planet Generation Fine-Tuning	Alex	Fine-tune the generation of the planets based on the playtest	6	0
Not Yet Started	Desirable Target	03/06/2019	09/06/2019	6	Workforce System	Jan, Maxi	Define the workforce system that will be added during the desirable target stage	2	0
Not Yet Started	Desirable Target	03/06/2019	09/06/2019	6	Add DT Resources	Jan, Maxi	Implement the resources of the desirable target stage, including to fully implement the workforce system	10	0
Not Yet Started	Desirable Target	03/06/2019	09/06/2019	6	DT Building Stats	Jan, Maxi	Define the statistics for the desirable target buildings	1	0
Not Yet Started	Desirable Target	03/06/2019	16/06/2019	13	DT Building Models	Jan, Maxi	Build the prefab models for the desirable target buildings	10	0
Not Yet Started	Desirable Target	03/06/2019	16/06/2019	13	DT Building Implementation	Jan, Maxi	Implement the new buildings for the desirable target stage	15	0
Not Yet Started	Desirable Target	10/06/2019	16/06/2019	6	DT Ship Stats	Jan, Maxi	Define the statistics of the desirable target ships	1	0
Not Yet Started	Desirable Target	10/06/2019	23/06/2019	13	DT Ship Models	Jan, Maxi	Build the prefab models for the desirable target ships	4	0
Not Yet Started	Desirable Target	10/06/2019	23/06/2019	13	DT Ship Implementation	Jan, Maxi	Implement the new ships for the desirable target stage	4	0
Not Yet Started	Desirable Target	03/06/2019	23/06/2019	20	Game Menu UI	Alex	Implement a game Menu to start the game, as well as a pause menu during game play	8	0
Not Yet Started	Desirable Target	03/06/2019	23/06/2019	20	Fancy In-Game UI	Alex	Implement fancy in-game UI, for better usability of our game	10	0
Not Yet Started	Desirable Target	10/06/2019	23/06/2019	13	AI Additions for DT	Lukas	Add all new features from the desirable target to the AI system	35	0
Not Yet Started	Desirable Target	03/06/2019	23/06/2019	20	Visual Effects	Alex	Add different visual effects to the game	10	0

Not Yet Started	Desirable Target	03/06/2019	23/06/2019	20	Visual Enhancements	Alex	Add different visual enhancements to the game	10	0
Not Yet Started	Desirable Target	03/06/2019	23/06/2019	20	Soundtrack	Maxi	Add more soundtracks to the game (menu music, planet music, etc.)	10	0
Not Yet Started	Desirable Target	03/06/2019	23/06/2019	20	Sound Effects	Maxi	Add different soundeffects to the game	10	0
Not Yet Started	Desirable Target	17/06/2019	23/06/2019	6	Playtesting DT	Everyone	Playtest the almost final version of the desirable target game	5	0
Not Yet Started	Desirable Target	17/06/2019	23/06/2019	6	Add Simple Tutorial	Alex	Add a simple tutorial for the upcoming playtests	6	0
Not Yet Started	Desirable Target	17/06/2019	23/06/2019	6	Adjust Gameplay	Jan, Maxi	Adjust the gameplay based on the findings in the playtest	6	0
Not Yet Started	Desirable Target	17/06/2019	23/06/2019	6	DT Victory Condition	Jan, Maxi	Add the victory conditions for the desirable target	3	0

Playtesting Milestone

169 0

Not Yet Started	Functional Minimum	01/07/2019	07/07/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	0
Not Yet Started	Functional Minimum	01/07/2019	07/07/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	0
Not Yet Started	Desirable Target	24/06/2019	30/06/2019	6	Playtesting DT	Everyone	Playtest the desirable target game	6	0
Not Yet Started	Desirable Target	24/06/2019	30/06/2019	6	Adjust Gameplay	Jan, Maxi	Adjust the gameplay based on the playtest	10	0
Not Yet Started	Desirable Target	24/06/2019	30/06/2019	6	Fine-Tune DT AI	Lukas	Fine-tune the AI based on the playtest	10	0
Not Yet Started	Desirable Target	24/06/2019	30/06/2019	6	DT Bug Fixing	Everyone	Fix any bugs encountered during playtesting	10	0
Not Yet Started	Desirable Target	24/06/2019	30/06/2019	6	Gameplay Polishing	Jan, Maxi	Polish the gameplay for the playtest session	5	0
Not Yet Started	Desirable Target	24/06/2019	30/06/2019	6	AI Polishing	Lukas	Polish the AI behaviour for the playtest session	5	0
Not Yet Started	Functional Minimum	24/06/2019	30/06/2019	6	Create Questionary	Everyone	Create the questionary for the the playtest session	2	0
Not Yet Started	Functional Minimum	24/06/2019	30/06/2019	6	Playtest Scenario	Everyone	Define the playtest session and what the participants are supposed to do	2	0
Not Yet Started	Functional Minimum	01/07/2019	07/07/2019	6	Playtest Session	Everyone	Playtest the game with external players	30	0
Not Yet Started	Desirable Target	24/06/2019	30/06/2019	6	Visual Polishing	Alex	Polish the visuals of the game	10	0
Not Yet Started	Desirable Target	24/06/2019	30/06/2019	6	Sound Polishing	Maxi	Polish the sound of the game	5	0
Not Yet Started	Desirable Target	24/06/2019	30/06/2019	6	UI Polishing	Alex	Polish the UI of the game	5	0
Not Yet Started	High Target	24/06/2019	07/07/2019	13	Advanced Tutorial	Alex	Create an advanced and more detailed tutorial	6	0
Not Yet Started	High Target	01/07/2019	07/07/2019	6	Strategic Variation for AI	Lukas	Start implementing strategic variations in the AI behaviour	10	0
Not Yet Started	Desirable Target	01/07/2019	07/07/2019	6	Apply Feedback to Game	Everyone	Apply the feedback from the playtest to the game and fix any complaints	20	0
Not Yet Started	Desirable Target	01/07/2019	07/07/2019	6	Bug Fixing	Everyone	Fix any bugs encountered during playtesting	10	0
Not Yet Started	Desirable Target	01/07/2019	07/07/2019	6	Polishing	Everyone	Polish any unpolished aspects encountered during playtesting	10	0
Not Yet Started	Functional Minimum	01/07/2019	07/07/2019	6	Feedback Analysis	Everyone	Analyse the feedback from the playtest session	2	0

Final Release Milestone

138 0

Not Yet Started	Functional Minimum	15/07/2019	21/07/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	0
-----------------	--------------------	------------	------------	---	--------	----------	---	----	---

Not Yet Started	Functional Minimum	15/07/2019	21/07/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	0
Not Yet Started	Functional Minimum	15/07/2019	21/07/2019	6	Video	Everyone	Make a video that highlights exciting aspects of the game	2	0
Not Yet Started	Functional Minimum	15/07/2019	21/07/2019	6	Compiled Game	Everyone	Compiled final version of game with sources	1	0
Not Yet Started	Desirable Target	08/07/2019	21/07/2019	13	Bug Fixing	Everyone	Fix all known bugs for final version	20	0
Not Yet Started	Desirable Target	08/07/2019	21/07/2019	13	Polishing	Everyone	Polish everything for final version	20	0
Not Yet Started	Desirable Target	08/07/2019	21/07/2019	13	Playtesting	Everyone	Playtest the whole game to find any rough edges	20	0
Not Yet Started	High Target	08/07/2019	21/07/2019	13	Fancy Visuals	Alex	If time, add fancy visuals (clouds around planet)	10	0
Not Yet Started	High Target	08/07/2019	21/07/2019	13	Different Terrain	Alex	If time, add different terrain to planet generation (different productions speeds)	10	0
Not Yet Started	High Target	08/07/2019	21/07/2019	13	Save and Load System	Jan, Maxi	If time, implement a save and loading system	10	0
Not Yet Started	High Target	08/07/2019	21/07/2019	13	Resource Tier System	Jan, Maxi	If time, implement a tier system for the resources	5	0
Not Yet Started	High Target	08/07/2019	21/07/2019	13	Strategic Variation for AI	Lukas	If time, implement more variations for the playstyles of the AI	10	0
Not Yet Started	Extras	08/07/2019	21/07/2019	13	Difficulty Settings	Jan, Maxi, Lukas	If time, implement different difficult settings	10	0
Not Yet Started	Extras	08/07/2019	21/07/2019	13	Animated Buildings	Alex	If time, implement animated people walking around on the buildings on a planet	5	0
Not Yet Started	Extras	08/07/2019	21/07/2019	13	Monument Travel	Jan, Maxi	If time, make the goal to travel with the ship to the edge of the solar system	4	0