PHASE		TARGET	CODE				DEV	DETAILS					
		Functional	Low	Desirable	High	Future				APRIL			MA
		Minimum	Target	Target	Target	Extras		PROJECT WEEK:	15	22	29	6	13
1	Game Design						Everyone	- Deliverables	Project Setup	Report Presentation	Critiques	Report Presentation Mutual Critiques	
							Everyone	- Playtest				Playtesting Paper Prototype	Playtesting FM
							Everyone	- Components	Game Concept Draw Concept Arts Game Idea Game Design	Game Concept Draw Concept Arts Game Idea Game Design Technical Achievements Development Schedule	Paper Prototype Design Paper Prototype Building FM Building Stats Controls Design	Refining Paper Prototype	LT Building Stats
							Jan, Maxi	- Base Models				FM Building Models	LT Building Models
2	Modelling						Alex	- Tile Models			Placeholder Planet Base Building Platform		
	Wiodelling						Alex	- Special Effects					
							Jan, Maxi	- Moving Models					
	Scripting						Jan, Maxi	- Gameplay			FM Building Implementation	FM Building Implementation Building Placement System Basic Victory Condition	Build Solarsystem LT Building Implementation
							Lukas	- Artificial Inteligence			Basic Al	Basic Al	Fine-Tune FM AI
3							Alex	- Planet Generation				Basic Planet Generation	Multiple Planet Generation
							Jan, Maxi	- Game Systems			Building Placement System Loading Data System Basic Controls	Loading Data System Basic Planet Movement Basic Resource System	
							Alex	- Tools			Unity Setup Tools Setup		
							Everyone	- Bugfixing & Polishing					Adjust Gameplay FM Bug Fixing
	Rendering						Alex	- Render Backend					
4							Alex	- Tech Art				Lighting and Sun	
							Alex	- Shaders				Water Shader	Water Shader
	UI						Alex	- Menus					
5							Alex	- In-Game					
							Alex	- HUD					
6	Sound						Maxi	- Effects					
U	Souria						Maxi	- Soundtrack					
									,	Game Idea Milestone	P	rototype Milestone	

PHASE		TARGET (CODE				DEV	DETAILS	Q2				
		Functional	Low	Desirable	High	Extras			ΑY				JUN
		Minimum	Target	Target	Target	EXUAS		PROJECT WEEK:	20	27	3	10	17
							Everyone	- Deliverables		Report Presentation			Report Presentation
1	Game Design						Everyone	- Playtest			Playtesting LT		Playtesting DT
							Everyone	- Components	LT Ship Stats		Workforce System DT Building Stats	DT Ship Stats	
							Jan, Maxi	- Base Models	LT Building Models		DT Building Models	DT Building Models	
2	Medelling						Alex	- Tile Models					
2	Modelling						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
	Scripting						Jan, Maxi	- Gameplay	Add LT Resources LT Building Implementation LT Ship Implementation	LT Ship Implementation Discovery Mechanic	Add DT Resources DT Building Implementation	DT Building Implementation DT Ship Implementation	DT Ship Implementation DT Victory Conditions
							Lukas	- Artificial Inteligence	Al Additions for LT	Al Additions for LT	Fine-Tune LT AI	Al Additions for DT	Al Additions for DT
3							Alex	- Planet Generation	Add Components to Generation	Add Components to Generation	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
							Alex	- Render Backend			Visual Enhancements	Visual Enhancements	Visual Enhancements
4	Rendering						Alex	- Tech Art					
							Alex	- Shaders	Planet Shader	Planet Shader			
							Alex	- Menus			Game Menu UI	Game Menu UI	Game Menu UI Simple Tutorial
5	UI						Alex	- In-Game	Simple In-Game UI	Simple In-Game UI	Fancy In-Game UI	Fancy In-Game UI	Fancy In-Game UI
							Alex	- HUD					
6	Sound						Maxi	- Effects			Sound Effects	Sound Effects	Sound Effects
U	Souria						Maxi	- Soundtrack	First Soundtracks	First Soundtracks	Soundtrack	Soundtrack	Soundtrack
									Interii	m Demo Milestone		Alpha	Release Milestone

PHASE		TARGET (CODE			DEV	DETAILS				Q3		
		Functional		High Target	Everen						JUL		
		Minimum	Target Target	Target	Extras		PROJECT WEEK:	24	1	8	15	22	29
						Everyone	- Deliverables		Report Presentation		Report Presentation Video Compiled Game		
1	Game Design					Everyone	- Playtest	Playtesting DT	Playtest Session	Playtesting	Playtesting		
, i						Everyone	- Components	Create Questionary Playtest Scenario	Feedback Analysis				
						Jan, Maxi	- Base Models		Polishing				
2	Modelling					Alex	- Tile Models		Polishing				
_ Z						Alex	- Special Effects		Polishing	Animated Buildings	Animated Buildings		
						Jan, Maxi	- Moving Models		Polishing				
	Scripting					Jan, Maxi	- Gameplay	Adjust Gameplay Gameplay polishing	Apply Feedback to Game Polishing	Difficulty Settings Monument Travel	Difficulty Settings Monument Travel		
			•			Lukas	- Artificial Inteligence	Fine-Tune DT AI AI Polishing	Strategic Variation for Al	Strategic Varaiation for Al	Strategic Variation for AI		
3			_			Alex	- Planet Generation		Polishing	Different Terrain	Different Terrain		
						Jan, Maxi	- Game Systems		Polishing	Save and Load System Resource Tier System	Save and Load System Resource System		
			_			Alex	- Tools	DT D Firit		D f	December 61. december 61.		
						Everyone	- Bugfixing & Polishing	DT Bug Fixing General Polishing	Bug Fixing	Bug fixing Polishing	Bug fixing Polishing		
			_			Alex	- Render Backend	Visual Polishing	Polishing				
4	Rendering		_			Alex	- Tech Art	Visual Polishing	Polishing	Fancy Visuals	Fancy Visuals		
						Alex	- Shaders	Visual Polishing	Polishing				
	UI					Alex		Advanced Tutorial	Advanced Tutorial				
5						Alex		UI Polishing	Polishing				
						Alex		UI Polishing	Polishing				
6	Sound					Maxi		Sound Polishing	Polishing				
						Maxi	- Soundtrack	Sound Polishing	Polishing				
								Pla	ytesting Milestone	Final	Release Milestone		