

PHASE	TARGET CODE	DEV	DETAILS	PROJECT WEEK:					APRIL					MA
				Functional Minimum	Low Target	Desirable Target	High Target	Extras	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						
2	Modelling	Jan, Maxi	- Base Models				FM Building Models	LT Building Models						
		Alex	- Tile Models			Placeholder Planet Base Building Platform								
		Alex	- Special Effects											
		Jan, Maxi	- Moving Models											
3	Scripting	Jan, Maxi	- Gameplay			FM Building Implementation	FM Building Implementation Building Placement System Basic Victory Condition	Build Solarsystem LT Building Implementation						
		Lukas	- Artificial Intelligence			Basic AI	Basic AI	Fine-Tune FM AI						
		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						
4	Rendering	Alex	- Render Backend											
		Alex	- Tech Art				Lighting and Sun							
		Alex	- Shaders				Water Shader	Water Shader						
5	UI	Alex	- Menus											
		Alex	- In-Game											
		Alex	- HUD											
6	Sound	Maxi	- Effects											
		Maxi	- Soundtrack											

Game Idea Milestone

Prototype Milestone

PHASE	TARGET CODE	DEV	DETAILS	PROJECT WEEK:					Q3				
				Functional Minimum	Low Target	Desirable Target	High Target	Extras	JUL				
				24	1	8	15	22	29				
1	Game Design	Everyone	- Deliverables					Report Presentation			Report Presentation Video Compiled Game		
		Everyone	- Playtest	Playtesting DT	Playtest Session	Playtesting	Playtesting						
		Everyone	- Components	Create Questionary Playtest Scenario	Feedback Analysis								
2	Modelling	Jan, Maxi	- Base Models					Polishing					
		Alex	- Tile Models					Polishing					
		Alex	- Special Effects					Polishing	Animated Buildings	Animated Buildings			
		Jan, Maxi	- Moving Models					Polishing					
3	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 AI	Strategic Varaiation for AI	Strategic Variation for AI						
		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										
		Everyone	- Bugfixing & Polishing	DT Bug Fixing General Polishing	Bug Fixing	Bug fixing Polishing	Bug fixing Polishing						
4	Rendering	Alex	- Render Backend	Visual Polishing	Polishing								
		Alex	- Tech Art	Visual Polishing	Polishing	Fancy Visuals	Fancy Visuals						
		Alex	- Shaders	Visual Polishing	Polishing								
5	UI	Alex	- Menus	Advanced Tutorial	Advanced Tutorial								
		Alex	- In-Game	UI Polishing	Polishing								
		Alex	- HUD	UI Polishing	Polishing								
6	Sound	Maxi	- Effects	Sound Polishing	Polishing								
		Maxi	- Soundtrack	Sound Polishing	Polishing								

Playtesting Milestone

Final Release Milestone