

PROJECT DETAILS								HOURS	
STATUS	PRIORITY	START DATE	END DATE	DURATION	TASK NAME	ASSIGNEE	DESCRIPTION	ESTIMATED HOURS	ACTUAL HOURS
<b>Game Idea Milestone</b>								<b>76</b>	<b>74</b>
Complete	Functional Minimum	15/04/2019	21/04/2019	6	Project Setup	Jan	Set everything up to start the project	5	4
Complete	Functional Minimum	22/04/2019	28/04/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	9
Complete	Functional Minimum	22/04/2019	28/04/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	2
Complete	Functional Minimum	15/04/2019	28/04/2019	13	Game Concept	Everyone	Crate the basic game concept	10	9
Complete	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	16
Complete	Functional Minimum	15/04/2019	28/04/2019	13	Game Idea	Everyone	Define the basic game idea	10	12
Complete	Functional Minimum	15/04/2019	28/04/2019	13	Game Design	Everyone	Define the game in more detail	10	10
Complete	Functional Minimum	22/04/2019	28/04/2019	6	Technical Achievements	Everyone	Define the technical achievements of the game	5	4
Complete	Functional Minimum	22/04/2019	28/04/2019	6	Development Schedule	Everyone	Define the tasks and development schedule for the game	10	8
<b>Prototype Milestone</b>								<b>161</b>	<b>171</b>
On Hold	Functional Minimum	29/04/2019	05/05/2019	6	Critiques	Everyone	Written critiques of all other projects as an email to the supervisors	0	0
Complete	Functional Minimum	06/05/2019	12/05/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	12
Complete	Functional Minimum	06/05/2019	12/05/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	2
Complete	Functional Minimum	06/05/2019	12/05/2019	6	Mutual Critiques	Everyone	Submit mutual critiques on the wiki (every team member separately)	1	2
Complete	Functional Minimum	29/04/2019	05/05/2019	6	Paper Prototype Building	Everyone	Build the paper prototype of the game	20	15
Complete	Functional Minimum	29/04/2019	05/05/2019	6	Paper Prototype Design	Everyone	Design the paper prototype of the game	20	15
Complete	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	2
Complete	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	3
Complete	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	16
Complete	Functional Minimum	29/04/2019	12/05/2019	13	FM Building Implementation	Jan, Maxi	Implement the functional minimum buildings into the gameplay	10	7
Complete	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	2
Complete	Functional Minimum	29/04/2019	05/05/2019	6	Controls Design	Jan, Maxi	Design the control scheme of the game	1	1
Complete	Functional Minimum	06/05/2019	12/05/2019	6	Playtesting Paper Prototype	Everyone	Playtest the paper prototype	10	9
Complete	Functional Minimum	06/05/2019	12/05/2019	6	Refining Paper Prototype	Everyone	Refine the paper prototype based on the playtesting sessions	10	4
Complete	Functional Minimum	06/05/2019	12/05/2019	6	Basic Planet Generation	Alex	Build the basic planet generation for our game	10	35

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Complete	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	2
Complete	Functional Minimum	06/05/2019	12/05/2019	6	Basic Planet Movement	Jan, Maxi	Implement the planets moving around the sun	2	2
Complete	Functional Minimum	29/04/2019	05/05/2019	6	Basic Controls	Jan, Maxi	Implement the basic controls needed on the first planet	4	5
Complete	Functional Minimum	29/04/2019	05/05/2019	6	Tools Setup	Alex	Setup and build all tools needed for the project	5	4
Complete	Functional Minimum	06/05/2019	12/05/2019	6	Basic Resource System	Jan, Maxi	Implement the first basic resource system	2	4
On Hold	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	1
Complete	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	2
Complete	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	10
Complete	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	12
Complete	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	4

### Interim Demo Milestone

								<b>219</b>	<b>276</b>
Complete	Functional Minimum	27/05/2019	02/06/2019	5	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	10
Complete	Functional Minimum	27/05/2019	02/06/2019	5	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	3
Complete	Functional Minimum	13/05/2019	19/05/2019	6	Playtesting FM	Everyone	Playtest the functional minimum game from the previous milestone	5	6
Complete	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	5
Complete	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	8
Complete	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	10
Complete	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, worker process generation	10	6
Complete	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	50
Complete	Low Target	13/05/2019	19/05/2019	6	Build Solarsystem	Jan, Maxi	Build a moving solarsystem out of the planets	4	4
Complete	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	1
Complete	Low Target	13/05/2019	26/05/2019	13	LT Building Models	Jan, Maxi	Build the prefab models for all the buildings	10	20
Complete	Low Target	13/05/2019	26/05/2019	13	LT Building Implementation	Jan, Maxi	Implement the low target buildings into the game	6	10
Complete	Low Target	20/05/2019	26/05/2019	6	Add LT Resources	Jan, Maxi	Add the low target resources into the game	3	1
Complete	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	1
Complete	Low Target	20/05/2019	02/06/2019	12	LT Ship Models	Jan, Maxi	Build the prefabs for the low target ship models	4	1

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STATUS	PRIORITY	START DATE	END DATE	DURATION	TASK NAME	ASSIGNEE	DESCRIPTION	ESTIMATED HOURS	ACTUAL HOURS
Complete	Low Target	20/05/2019	02/06/2019	12	LT Ship Implementation	Jan, Maxi	Implement the low target ships into the game	4	7
Complete	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	8
Complete	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	5
Complete	Low Target	20/05/2019	26/05/2019	6	Ship Pathfinding System	Jan, Maxi	Implement the pathfinding system for the ships	6	13
Complete	Low Target	27/05/2019	02/06/2019	5	Resource Transfer System	Jan, Maxi	Implement the resource transfer system between two planets	12	30
Complete	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	15
Complete	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	38
Complete	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	15
Complete	Low Target	20/05/2019	02/06/2019	12	First Soundtracks	Maxi	Create and add first soundtrack samples for the game (background music)	5	5
Complete	Low Target	27/05/2019	02/06/2019	5	LT Victory Condition	Jan, Maxi	Implement the victory conditions for the low target game	5	4

### Alpha Release Milestone

								<b>200</b>	<b>388</b>
Complete	Functional Minimum	17/06/2019	23/06/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	10
Complete	Functional Minimum	17/06/2019	23/06/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	1
Complete	Low Target	03/06/2019	09/06/2019	6	Playtesting LT	Everyone	Playtest the low target game from the previous milestone	5	10
Complete	Low Target	03/06/2019	09/06/2019	6	Adjust Gameplay	Jan, Maxi	Adjust the gameplay based on the findings in the playtest	6	15
Complete	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	12
Complete	Low Target	03/06/2019	09/06/2019	6	LT Bug Fixing	Everyone	Fix bugs encountered during the playtesting	10	15
Complete	Low Target	03/06/2019	14/07/2019	41	Planet Generation Fine-Tuning	Alex	Fine-tune the generation of the planets based on the playtest	6	30
Complete	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	4
Complete	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	10
Complete	Desirable Target	03/06/2019	09/06/2019	6	DT Building Stats	Jan, Maxi	Define the statistics for the desirable target buildings	1	1
Complete	Desirable Target	03/06/2019	16/06/2019	13	DT Building Models	Jan, Maxi	Build the prefab models for the desirable target buildings	10	30
Complete	Desirable Target	03/06/2019	16/06/2019	13	DT Building Implementation	Jan, Maxi	Implement the new buildings for the desirable target stage	15	10
Complete	Desirable Target	10/06/2019	16/06/2019	6	DT Ship Stats	Jan, Maxi	Define the statistics of the desirable target ships	1	1
Complete	Desirable Target	10/06/2019	23/06/2019	13	DT Ship Models	Jan, Maxi	Build the prefab models for the desirable target ships	4	1
Complete	Desirable Target	10/06/2019	23/06/2019	13	DT Ship Implementation	Jan, Maxi	Implement the new ships for the desirable target stage	4	10

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STATUS	PRIORITY	START DATE	END DATE	DURATION	TASK NAME	ASSIGNEE	DESCRIPTION	ESTIMATED HOURS	ACTUAL HOURS
Complete	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	10
Complete	Desirable Target	03/06/2019	23/06/2019	12	Tiles Properties	Lukas	Add Tile properties and adjacency bonuses on tiles	12	15
Complete	Desirable Target	03/06/2019	21/07/2019	48	Fancy In-Game UI	Alex	Implement fancy in-game UI, for better usability of our game	10	100
Complete	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	40
On Hold	Desirable Target	03/06/2019	23/06/2019	20	Visual Effects	Alex	Add different visual effects to the game	0	0
On Hold	Desirable Target	03/06/2019	23/06/2019	20	Visual Enhancements	Alex	Add different visual enhancements to the game	0	0
Complete	Desirable Target	03/06/2019	23/06/2019	20	Soundtrack	Maxi	Add more soundtracks to the game (menu music, planet music, etc.)	10	15
Complete	Desirable Target	03/06/2019	23/06/2019	20	Sound Effects	Maxi	Add different soundeffects to the game	10	15
Complete	Desirable Target	17/06/2019	23/06/2019	6	Playtesting DT	Everyone	Playtest the almost final version of the desirable target game	5	15
Complete	Desirable Target	17/06/2019	23/06/2019	6	Add Simple Tutorial	Alex	Add a simple tutorial for the upcoming playtests	6	2
Complete	Desirable Target	17/06/2019	23/06/2019	6	Adjust Gameplay	Jan, Maxi	Adjust the gameplay based on the findings in the playtest	6	15
Complete	Desirable Target	17/06/2019	23/06/2019	6	DT Victory Condition	Jan, Maxi	Add the victory conditions for the desirable target	3	1

### Playtesting Milestone

								<b>169</b>	<b>323</b>
Complete	Functional Minimum	01/07/2019	07/07/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	10
Complete	Functional Minimum	01/07/2019	07/07/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	1
Complete	Desirable Target	24/06/2019	30/06/2019	6	Playtesting DT	Everyone	Playtest the desirable target game	6	10
Complete	Desirable Target	24/06/2019	30/06/2019	6	Adjust Gameplay	Jan, Maxi	Adjust the gameplay based on the playtest	10	20
Complete	Desirable Target	24/06/2019	30/06/2019	6	Fine-Tune DT AI	Lukas	Fine-tune the AI based on the playtest	10	12
Complete	Desirable Target	24/06/2019	30/06/2019	6	DT Bug Fixing	Everyone	Fix any bugs encountered during playtesting	10	28
Complete	Desirable Target	24/06/2019	30/06/2019	6	Gameplay Polishing	Jan, Maxi	Polish the gameplay for the playtest session	5	0
Complete	Desirable Target	24/06/2019	30/06/2019	6	AI Polishing	Lukas	Polish the AI behaviour for the playtest session	5	22
Complete	Functional Minimum	24/06/2019	30/06/2019	6	Create Questionary	Everyone	Create the questionnaire for the the playtest session	2	3
Complete	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	2
Complete	Functional Minimum	01/07/2019	07/07/2019	6	Playtest Session	Everyone	Playtest the game with external players	30	30
Complete	Desirable Target	13/05/2019	21/07/2019	68	Visual Polishing	Alex	Polish the visuals of the game	10	50
Complete	Desirable Target	24/06/2019	21/07/2019	27	Sound Polishing	Maxi	Polish the sound of the game	5	5
Complete	Desirable Target	24/06/2019	21/07/2019	27	UI Polishing	Alex	Polish the UI of the game	5	40
Complete	High Target	24/06/2019	21/07/2019	27	Advanced Tutorial	Jan	Create an advanced and more detailed tutorial	6	2

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STATUS	PRIORITY	START DATE	END DATE	DURATION	TASK NAME	ASSIGNEE	DESCRIPTION	ESTIMATED HOURS	ACTUAL HOURS
Complete	High Target	01/07/2019	21/07/2019	20	Strategic Variation for AI	Lukas	Start implementing strategic variations in the AI behaviour	10	15
Complete	Desirable Target	01/07/2019	21/07/2019	20	Apply Feedback to Game	Everyone	Apply the feedback from the playtest to the game and fix any complaints	20	30
Complete	Desirable Target	01/07/2019	21/07/2019	20	Bug Fixing	Everyone	Fix any bugs encountered during playtesting	10	15
Complete	Desirable Target	01/07/2019	21/07/2019	20	Polishing	Everyone	Polish any unpolished aspects encountered during playtesting	10	20
Complete	Functional Minimum	01/07/2019	07/07/2019	6	Feedback Analysis	Everyone	Analyse the feedback from the playtest session	2	8
<b>Final Release Milestone</b>								<b>164</b>	<b>170</b>

Complete	Functional Minimum	15/07/2019	21/07/2019	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	10	7
Complete	Functional Minimum	15/07/2019	21/07/2019	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	1	4
Complete	Functional Minimum	15/07/2019	21/07/2019	6	Video	Everyone	Make a video that highlights exciting aspects of the game	2	20
Complete	Functional Minimum	15/07/2019	21/07/2019	6	Compiled Game	Everyone	Compiled final version of game with sources	1	1
Complete	Desirable Target	08/07/2019	21/07/2019	13	Bug Fixing	Everyone	Fix all known bugs for final version	40	30
Complete	Desirable Target	08/07/2019	21/07/2019	13	Polishing	Everyone	Polish everything for final version	40	30
Complete	Desirable Target	08/07/2019	21/07/2019	13	Playtesting	Everyone	Playtest the whole game to find any rough edges	20	10
On Hold	High Target	08/07/2019	21/07/2019	13	Fancy Visuals	Alex	If time, add fancy visuals (clouds around planet)	0	0
On Hold	High Target	08/07/2019	21/07/2019	13	Different Terrain	Alex	If time, add different terrain to planet generation (different productions speeds)	0	0
Complete	Desirable Target	08/07/2019	21/07/2019	13	Rework UI	Alex	Rework UI to Fancy UI and implement feedback from playtest	20	30
Complete	Desirable Target	08/07/2019	21/07/2019	13	Add Final Buildings	Maxi	Add Powerplant building and adjust emissions on other buildings	10	8
Complete	Desirable Target	08/07/2019	21/07/2019	13	New Task List	Jan	Add a new task list with the targets for the player, which will replace our tutorial system	10	5
On Hold	High Target	08/07/2019	21/07/2019	13	Save and Load System	Jan, Maxi	If time, implement a save and loading system	0	0
On Hold	High Target	08/07/2019	21/07/2019	13	Resource Tier System	Jan, Maxi	If time, implement a tier system for the resources	0	0
Complete	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	12
On Hold	Extras	08/07/2019	21/07/2019	13	Difficulty Settings	Jan, Maxi, Lukas	If time, implement different difficult settings	0	0
On Hold	Extras	08/07/2019	21/07/2019	13	Animated Buildings	Alex	If time, implement animated people walking around on the buildings on a planet	0	0
On Hold	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	0	0
Complete	Extras	08/07/2019	21/07/2019	13	Quest line	Lukas	Replace the Tutorial by a Quest system that guide the player	5	9
Complete	Extras	08/07/2019	21/07/2019	13	Notifications	Lukas	Add a notification system that ping events to the player	5	4