PHASE		TARGET	CODE				DEV	DETAILS					
		Functional		Desirable Target	High	Extras				APRIL			
		Minimum	Target	Target	Target	Extras		PROJECT WEEK:	15	22	29	6	13
							Everyone	- Deliverables	Project Setup	Report Presentation	Critiques	Report Presentation Mutual Critiques	
1	Game Design						Everyone	- Playtest				Playtesting Paper Prototype	Playtesting FM
	Game Design						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		
Z	Modelling						Alex	- Special Effects					
							Jan, Maxi	- Moving Models					
							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	Scripting						Alex	- Planet Generation				Basic Planet Generation	Multiple Planet Generation
							Jan, Maxi	- Game Systems			Building Placement System Loading Data System Basic Controls	n Loading Data System Basic Planet Movement Basic Resource System	
							Alex	- Tools			Unity Setup Tools Setup		
							Everyone	- Bugfixing & Polishing					Adjust Gameplay FM Bug Fixing
							Alex	- Render Backend					LODs Billboards
4	Rendering						Alex	- Tech Art				Lighting and Sun	LODs Billboards
							Alex	- Shaders				Water Shader	Water Shader
							Alex	- Menus					
5	UI						Alex	- In-Game					
							Alex	- HUD					
6	Sound						Maxi	- Effects					
	Sound						Maxi	- Soundtrack					

Game Idea Milestone

## Prototype Milestone

PHASE		TARGET O	CODE				DEV	DETAILS	Q2				
		Functional Minimum	Low Target	Desirable Target	High Target	Extras			λY				JUN
		Winning	rarget	larget	raiget	_		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	Modelling						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
							Jan, Maxi	- Gameplay	LT Building Implementation	LT Ship Implementation Discovery Mechanic LT Victory Condition	Add DT Resources DT Building Implementation	DT Building Implementation DT Ship Implementation	DT Ship Implementatic DT Victory Conditions
							Lukas	- Artificial Inteligence	AI Additions for LT	AI Additions for LT	Fine-Tune LT Al	AI Additions for DT	AI Additions for DT
3	Scripting						Alex	- Planet Generation	Add Components to Generation	Add Components to Generation	Planet Generation Fine- Tuning	Planet Generation Fine- Tuning	Planet Generation Fine Tuning
J	een pung						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	LODs Billboards	LODs Billboards	LODs Billboards	LODs Billboards	Visual Enhancements
4	Rendering						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
							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
							Alex	- HUD					
6	Sound						Maxi	- Effects					
6	Sound						Maxi	- Soundtrack		First Soundtracks	First Soundtracks	Soundtrack	Soundtrack

Interim Demo Milestone

## Alpha Release Milestone

$ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$	PHASE		TARGET COL	DE				DEV	DETAILS				Q3
Image: Figure billing   Image: Figure billing   Image: Figure billing   PROJECT WEEK   24   1 <th></th> <th></th> <th>Functional Lo</th> <th>ow D</th> <th>Desirable</th> <th>High</th> <th>Fritman</th> <th></th> <th></th> <th></th> <th></th> <th></th> <th>JUL</th>			Functional Lo	ow D	Desirable	High	Fritman						JUL
1 Bane Design Image: Section of the sectin of the sectin of the section of the section of the sect			Minimum Ta	arget T	Target	Target	Extras		PROJECT WEEK:	24	1	8	
1   Game Design   Everyone   - Components   Peeblock Analysis   Reclack Analysis     2   Modelling   Jan, Maxi   - Base Models   Polishing   Add Poverplant   Add Moverplant   Add Moverplant     3   Modelling   Adex   - Tick Models   Feedback   Polishing   Add Poverplant   Add Moverplant								Everyone	- Deliverables				Presentation Video
2   Modelling   Add Powerplant   Add More Emission   Peedback Analysis   Add Powerplant   Add More Emission     2   Modelling   Add Powerplant   Add More Emission   Polishing   Polishing   Add Powerplant   Add More Emission     3   Scripting   Add Powerplant   Add More Emission   Polishing   Pol	1	Game Design						Everyone	- Playtest	Playtesting DT	Playtest Session	Playtesting	Playtesting
2   Modelling   Alex   Tile Models   File Models   Polishing   Polishing <td< td=""><td></td><td>oune Design</td><td></td><td></td><td></td><td></td><td></td><td>Everyone</td><td>- Components</td><td>Create Questionary Playtest Scenario</td><td>Feedback Analysis</td><td></td><td></td></td<>		oune Design						Everyone	- Components	Create Questionary Playtest Scenario	Feedback Analysis		
2   Modelling   Alex   -Special Effects   Visual Effects   Polishing								Jan, Maxi	- Base Models		Polishing	Add Powerplant	Add More Emiss
Alex   - Special Effects   Visual Effects   Polishing   Polishing   Polishing   Polishing     3   Scripting   Jan, Maxi   - Moving Models   Adjust Gameplay Gameplay oplehing   Apply Feedback to Game Polishing   Strategic Variation for AI   Strategic Variation fo	0	Madallina						Alex	- Tile Models		Polishing		
3   Scripting   Image: Scripting	Z	wodelling						Alex	- Special Effects	Visual Effects	Polishing	Polishing Add Sector Highlight	Polishing
3 Scripting Scripting Fine-Ture DT Al LPaishing Strategic Variation for Al LPaishing Strategic Variation for Al Strategic Variation for Al LPaishing Strategic Variation for Al Strategic Variation for Al LPaishing Strategic Variation for Al Strategic Variation for Al Strategic Variation for Al Strategic Variation for Al Strategic Variation for Al Strategic Variation for Al Stra								Jan, Maxi	- Moving Models		Polishing		
3   Scripting   Alex   Planet Generation   Polishing   Polishing   Different Terrain								Jan, Maxi	- Gameplay	Adjust Gameplay Gameplay polishing			
3   Scripting   Alex   Planet Generation   Polishing   Polishing   Different Terrain   Different Terrain     4   Alex   -Gone   Systems   Folds   Fol								Lukas	- Artificial Inteligence		Strategic Variation for AI	Strategic Varaiation for Al	Strategic Variatio
Alex   -Tools   Image: Signal of the signal	3	Scripting						Alex	- Planet Generation		Polishing	Different Terrain	Different Terrain
A   Rendering   Alex   -Render Backend   Visual Enhancements   Visual Enhancements   Polishing   Polishing   Polishing     4   Rendering   Alex   -Tech Art   Visual Polishing   Polishing   Polishing   Polishing   Polishing     5   UI   Alex   -In-Game   Alex   -In-Game   Alex   -In-Game   Advanced Tutorial								Jan, Maxi	- Game Systems		Polishing		
4   Rendering   Alex   Render Backend   Visual Enhancements   Visual Enhancements   Polishing   Polishing     5   UI   Alex   Income   Alex   Income   Alex   Income   Polishing   Fancy Visuals   Fancy Visua								Alex	- Tools				
4   Rendering   Alex   Tech Art   Visual Polishing   Polishing   Fancy Visuals   Fancy Visuals   Fancy Visuals     5   UI   Alex   Shaders   Alex   Menus   Advanced Tutorial   Advanced Tutorial   Add Task List   Fancy In-Game UI								Everyone	- Bugfixing & Polishing	DT Bug Fixing General Polishing	Bug Fixing	Bug fixing Polishing	Bug fixing Polishing
Image: Sourd   Image: Sourd <th< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>Alex</td><td>- Render Backend</td><td>Visual Enhancements</td><td>Visual Enhancements</td><td>Polishing</td><td>Polishing</td></th<>								Alex	- Render Backend	Visual Enhancements	Visual Enhancements	Polishing	Polishing
5   VI   Alex   - Menus   Advanced Tutorial   Advanced Tutorial   Add Task List   Finish Menus     6   Sound   Sound   Finish   Finish <t< td=""><td>4</td><td>Rendering</td><td></td><td></td><td></td><td></td><td></td><td>Alex</td><td>- Tech Art</td><td>Visual Polishing</td><td>Polishing</td><td>Fancy Visuals</td><td>Fancy Visuals</td></t<>	4	Rendering						Alex	- Tech Art	Visual Polishing	Polishing	Fancy Visuals	Fancy Visuals
5   UI   Alex   - In-Game   Fancy In-Game UI   Fancy In-Game U								Alex	- Shaders	Visual Polishing	Polishing		
Alex   HUD   UI Polishing   Polishing   Add Space Overview for Ships and Trade Routes   Mouse Hover for Resources and B     6   Sound   Maxi   - Effects   Sound Effects   Sound Effects   Polishing   Polishing   Polishing   Polishing   Polishing								Alex	- Menus	Advanced Tutorial	Advanced Tutorial	Add Task List	Finish Menus
6 Sound Sound Following Sound Effects Sound Effects Sound Effects Polishing Polishing Polishing Polishing Polishing	5	UI						Alex	- In-Game	Fancy In-Game UI	Fancy In-Game UI		
6 Sound								Alex	- HUD	UI Polishing	Polishing	Add Space Overview for Ships and Trade Routes	Mouse Hover for Resources and B
Sound Maxi - Soundtrack Sound Polishing Polishing	6	Sound						Maxi	- Effects	Sound Effects	Sound Effects	Polishing	Polishing
	0	Sound						Maxi	- Soundtrack	Sound Polishing	Polishing		

**Playtesting Milestone** 

Final Release Milestone

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