Project Schedule

PHASE	TARGET CODE					DEV	DETAILS	APRIL				MA...
	Functional Minimum	Low Target	Desirable Target	High 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
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 Inteligence			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					LODs Billboards
						Alex	- Tech Art				Lighting and Sun	LODs Billboards
						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**

Project Timeline — Q2

PHASE	DEV	DETAILS	MAY — Week 20	MAY — Week 27	JUN — Week 3	JUN — Week 10	JUN — Week 17
1 — Game Design	Everyone	- Deliverables		Report Presentation			Report Presentation
	Everyone	- Playtest			Playtesting LT		Playtesting DT
	Everyone	- Components	LT Ship Stats		Workforce System DT Building Stats	DT Ship Stats	
2 — Modelling	Jan, Maxi	- Base Models	LT Building Models		DT Building Models	DT Building Models	
	Alex	- Tile Models					
	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
3 — Scripting	Jan, Maxi	- Gameplay	Add LT Resources / LT Building Implementation / LT Ship Implementation	LT Ship Implementation / Discovery Mechanic / LT Victory Condition	Add DT Resources / DT Building Implementation	DT Building Implementation / DT Ship Implementation	DT Ship Implementation / DT Victory Conditions
	Lukas	- Artificial Inteligence	AI Additions for LT	AI Additions for LT	Fine-Tune LT AI	AI Additions for DT	AI Additions for DT
	Alex	- Planet Generation	Add Components to Generation	Add Components to Generation	Planet Generation Fine-Tuning	Planet Generation Fine-Tuning	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
4 — Rendering	Alex	- Render Backend	LODs / Billboards	LODs / Billboards	LODs / Billboards	LODs / Billboards	Visual Enhancements
	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
5 — UI	Alex	- Menus			Game Menu UI	Game Menu UI	Game Menu UI / Simple Tutorial
	Alex	- In-Game	Simple In-Game UI	Simple In-Game UI			Fancy In-Game UI
	Alex	- HUD					
6 — Sound	Maxi	- Effects					
	Maxi	- Soundtrack		First Soundtracks	First Soundtracks	Soundtrack	Soundtrack

Target Code columns: Functional Minimum | Low Target | Desirable Target | High Target | Extras

Interim Demo Milestone (Jun, Week 3)

Alpha Release Milestone (Jun, Week 17)

PHASE	TARGET CODE					DEV	DETAILS				JUL			
	Functional Minimum	Low Target	Desirable Target	High Target	Extras			PROJECT WEEK:	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	Add Powerplant	Add More Emission		
						Alex	- Tile Models			Polishing				
						Alex	- Special Effects		Visual Effects	Polishing	Polishing / Add Sector Highlight	Polishing		
						Jan, Maxi	- Moving Models			Polishing				
3 Scripting						Jan, Maxi	- Gameplay		Adjust Gameplay / Gameplay polishing	Apply Feedback to Game / Polishing				
						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				
						Alex	- Tools							
						Everyone	- Bugfixing & Polishing		DT Bug Fixing / General Polishing	Bug Fixing	Bug fixing / Polishing	Bug fixing / Polishing		
4 Rendering						Alex	- Render Backend		Visual Enhancements	Visual Enhancements	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	Add Task List	Finish Menus		
						Alex	- In-Game		Fancy In-Game UI	Fancy In-Game UI	Fancy In-Game UI	Fancy In-Game UI		
						Alex	- HUD		UI Polishing	Polishing	Add Space Overview for Ships and Trade Routes	Mouse Hover for Resources and Buildings		
6 Sound						Maxi	- Effects		Sound Effects	Sound Effects	Polishing	Polishing		
						Maxi	- Soundtrack		Sound Polishing	Polishing				

Playtesting Milestone

Final Release Milestone