

PHASE	TARGET CODE	DEV	DETAILS	APRIL					MAY
				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 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					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

PHASE	TARGET CODE	DEV	DETAILS	Q2									
				PROJECT WEEK:					MAY		JUN		
				Functional Minimum	Low Target	Desirable Target	High Target	Extras	20	27	3	10	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 Intelligence				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		

Interim Demo Milestone

Alpha Release Milestone

PHASE	TARGET CODE	DEV	DETAILS	Q3							
				JUL							
				24	1	8	15	22	29		
			Functional Minimum Low Target Desirable Target High Target Extras								
			PROJECT WEEK:								
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	Visual 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 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						
		Alex	- In-Game	Fancy In-Game UI	Fancy In-Game UI	Polishing	Polishing				
		Alex	- HUD	UI Polishing	Polishing						
6	Sound	Maxi	- Effects	Sound Effects	Sound Effects	Polishing	Polishing				
		Maxi	- Soundtrack	Sound Polishing	Polishing						
				Playtesting Milestone		Final Release Milestone					