						1. Milestone Game Idea pitch		2. Milestone Prototype		3. Milestone Interim Demo			4. Milestone Alpha release			5. Milestone Playtesting		6. Milestone Final Release			
Area	Task	Name	est. Time	rel. Time	Status	15.04	22.04	29.04	6.05	13.05	20.05	27.05	3.06	10.06	17.06	24.06	1.07	8.07	15.07	22.07	29.07
Project																					
Organisation	Game Idea Proposal Report	Maximilian, Phillip			Done		Report														
Organisation	Setup Timeline	Moritz	1	2	Done		Timeline														
Organisation	Build Timeline	ALL	2		Done		Timeline														
Organisation	Game Idea Proposal Slides		2		Done		Slides														
Organisation	Prototype Report		3		Done				Report												
Organisation	Prototype Slides		1		Done				Slides												
Organisation	Prototype Physical Planning		4		Done			Prototyp													
Organisation	Unit planning	ALL	3		Done																
Organisation	Prototype Testgame		3		Done			Testgame													
Organisation	Prototype Physical Building				Done			Physics													
Organisation	Critiques (till 6.05)	ALL	1		Done			Critiques													
Organisation	Interim Result Report		3		Done							Report									
Organisation	Interim Result Slides		1		Done							Slides									
Testing	Test Design		3		In Progress								Test Design								
Organisation	Alpha release Report		2		In Progress										Report						
Organisation	Alpha Release Slides		1		In Progress										Slides						
Testing	Alpha Test+Bugfixing	ALL	10		In Progress									Bugfixing							
Testing	Playtesting Testing		15													Testing					
Organisation	Playtesting Report		3														Report				
Organisation	Playtesting Slides		1														Slides				
Organisation	Final documentation report	ALL	4																Report		
Press	Final presentation slides		1																Slides		
Press	Final documentation video		3																Video		
Functional minimum																					
Organisation	Unity Setup	Maximilian			Done		Unity														
Design	Gameplay Design	ALL			Done		Gameplay														
Design	Proto-Tile	Sonja			Done			Tile													
Design	Art Design (Terrain, Obstacles, Units)	Sonja	12		In Progress		Art														
Implementatic	Grid mechanics	Phillip	8		Done			Grid													
Design	Build initial map	Phillip	8		Done				Map												
Implementatic	Unit command system	Max			Done				Command												
Implementatic	Unit Movement	Phillip	8		Done				Movement												
AI	heuristic (at least random) AI	Max	10		Done					AI											
Low target																					
Design	UI	Max			Done							UI									
Implementatic	funtional menus	Phillip	4		Done							Menus									
AI	Machine learning based AI	Moritz	20		Done						AI										
Design	Improved Unit abilities	ALL			Pushed Back					Abilities											
Implementatic	Unit abilites	Phillip	12		Done						Abilities										
AI	AI for Improved Units	Moritz	15		Done							AI									
Desirable traget																					
Implementatic	Extended UI (polishing)	Phillip			Done									UI							
AI	Multiple difficulties	Moritz	20		In Progress								AI								
Map design	Procedurally generated maps	Moritz / Phillip	25		Done						Maps										
High target																					
Design	Attack animations	Sonja	20		Blocking								Animations								
Implementatic	Animations	Moritz	15											Animations							
Design	Tutorial-Screen	Phillip/ Moritz	5		Done										Tutorial						
Sound	Sound effects	Phillip			In Progress									Sound							
Implementatic	Gamepad controls	Moritz	0.5																		
Design/Impler	More interesting terrain/events	Phillip											More terrain								
AI	Multiple "tastes" of AI	Max / Moritz			Done									even more AI							
Implementatic	Multiple Agents (4-Player, mixed)	Moritz	8												Multiplayer						
Extras																					
Implementatic	Interface to Train and use own AI																				
Design/Impler	Complex Units	Phillip																			
Design	Story	Sonja	8																		
Implementatic	Storymode																				