

PHASE	DEV	DETAILS	Q4 - 2018												Q1 - 2019								
			OKT				NOV				DEC				JAN			FEB					
PROJECT WEEK:			5	12	19	26	2	9	16	23	30	7	14	21	28	4	11	18	25	1	8	15	22
1	Game Design	- Components Everyone - Playtest Everyone - Report			Game Concept Game Idea Technical Achievements			Controls Basic Global Events Game Duration						Power-Ups Other Ships			Tutorial Coop story scenarios						
							Paper Prototype			Report			Playtesting			Report			Report		Report		
2	Modelling	Domenik, Jan - Static objects Domenik - Dynamic objects						Basic Ship-Model (untextured)	Ship Textures					Reefs Ship destruction						Ship variations	Ship variations		
									Simple Crew					Kraken model						(Fancier Crew (with arms or so))			
3	Scripting	Domenik, Jan, Kagan - Gameplay Jan, Kagan - Systems Alex, Jan - Tools Everyone - Bugfixing & Polishing						Simple ship movement Canons (autoaim) Player movement	Ship Movement with 'physical' influence Cannon usage (Camera + Effect on other ships)					Power-Ups Ammo + Material -> Spawn + Usage Ship repair actions			Moral boost actions Tutorial Coop story scenarios			Achievements	Leaderboard		
							Game Input System	Crew AI System					Ship destruction										
							Add basic debug tool Add rewired input Setup CI	Simulation debug tools Advanced networking debug tools											Bugfixing & Polishing	Bugfixing & Polishing	Bugfixing & Polishing	Bugfixing & Polishing	
										Bugfixing & Polishing								Bugfixing & Polishing	Bugfixing & Polishing	Bugfixing & Polishing	Bugfixing & Polishing		
4	Rendering	Alex - Render backend Alex - Tech art Alex - Shaders						Setup SRP	Lighting backend					Water & wind simulation optimization Ship destruction			Weather simulation			Splitscreen			
							AsyncGPUReadback functionality	Vortex simulation Flow map rendering	Trail rendering	Cloth rendering Wind simulation					Shader improvements Post-processing UI shaders			Volumetric clouds	Performance optimization				
								Ship shader Sail shader					Water shading Tessellation support						Shader optimization Weather effects				
5	Networking	Alex - Gameplay Alex - Steam						Ship syncing Crew syncing					World event syncing						Splitscreen				
							Add Steamworks.NET Update AppID Add Serialization backend										Achievements	Leaderboards	Cloud saves				
6	UI	Kagan - Menus Alex, Jan, Kagan - In-Game						Start Game / End Game								Settings Matchmaking & Main menu							
							Ingame Debug UI	Core UI design					UI implementation						UI polishing				
7	Level Design	Everyone - Level design																	Tutorial	Missions			
8	Sound	Kagan - Effects Kagan - Music						Cannon fire Hull damage Ship Movement	Reloading Repairing Environment Sinking					UI Sounds & Effects Crew Sounds						World Events Timer Ticks Power-up sounds			
								Main Theme In-game Music					In-game music Peaceful / Battle						End game music				

Game Idea Milestone Prototype Milestone Interims Demo Milestone Alpha Version Milestone Playtesting Milestone Release Milestone

Funktional Minimum
 Low Target
 Desirable Target
 High Target
 Extras