Development schedule

Layered tasks breakdown

Functional minimum

Game aspect	Required state	Time estimate
Networking	Implemented, fully functional. The coop nature is the core of the game, and networking should be the top priority.	30h
Ship-environment interaction	Environmental threats (zones, colliders) interact with the ship. Damage is tracked, ship can be destroyed by the environment.	10h
Player controls	"Spellcasting" is implemented. QTE with random sequences are there.	20h
Environment	1 example of each environment threat type, with proper behavior logic. Visual appearance is basic.	30h
Ship	Ship is recognizable as a ship. It has 2 outposts for the scout player, 4 different zones to repair. Wizard's cockpit is basic, with simple model of a ship and damage report (should indicate which zones have to be repaired).	30h
Tornado	Tornado can be recognized as one. Other weather effects (clouds, lightnings, etc.) look basic, but are	30h

	distinguishable from the background.	
Sound	None.	
Animations	None.	
Gameplay balance	Victory is achievable.	5h
Flexibility	None.	

Low target

Game aspect	Required state
Networking	Implemented.
Ship-environment interaction	Environmental threats interact with the ship, zones affect gameplay, making it harder for players to achieve their goals. Damage to the ship is tracked, and is visible. Ship can be destroyed.
Player controls	"Spellcasting" is implemented. QTE with random sequences are there. Speed with which players responds to QTE affects the intensity of performed action.
Environment	1 example of each environment threat type, with proper behavior logic. Visual appearance should be appealing.
Ship	Ship looks appealing. It has 2 outposts for the scout player, 4 different zones to repair. Wizard's cockpit has details, ship's hologram looks appealing too. Also shows environmental objects in close proximity to the ship.
Tornado	Tornado looks appealing. Weather effects (clouds, lightnings, etc.) look nice, but without intricate details.
Sound	Most occurring events have sounds: impacts, lightings, background noise from tornado, background ship noise, spells. Background music enhances the atmosphere.
Animations	Basic animations for impact with ship as camera shaking, ship "breaking", stone "crushing".

Gameplay balance	Victory is achievable.
Flexibility	None.

Desirable target

Game aspect	Required state
Networking	Implemented.
Ship-environment interaction	Environmental threats interact with the ship, zones affect gameplay, making it harder for players to achieve their goals. Damage to the ship is tracked, visible, and appears naturally (believably) from the impacts or other interactions. Ship can be destroyed, multiple animations for the falling apart ship.
Player controls	"Spellcasting" is implemented. QTE with random sequences are there. Speed with which players responds to QTE affects the intensity of performed action. Visual feedback for interaction is polished and satisfactory for the players.
Environment	3 examples of each environment threat type, with proper behavior logic. Visual appearance should be appealing.
Ship	Ship looks appealing. It has 2 outposts for the scout player, 4 different zones to repair. Wizard's cockpit has details, ship's hologram looks appealing too. Also shows environmental objects in close proximity to the ship. Increased number of small details to the ship (make it look "alive" and interesting to look at from the player's perspective).
Tornado	Tornado looks appealing. Weather effects (clouds, lightnings, etc.) look nice, with increased number of details. Additionally, some extra visual effects for "magic" fields.
Sound	Most of the events have sounds: impacts, lightings, background noise from tornado, background ship noise, spells, etc.

Animations	Animations for ship-environment interactions are nice and look plausible, transitions from different states are fluid or close to fluid.
Gameplay balance	Victory is achievable, but the game is challenging to play.
Flexibility	None.

High target

Game aspect	Required state
Networking	Implemented.
Ship-environment interaction	Environmental threats interact with the ship, zones affect gameplay, making it harder for players to achieve their goals. Damage to the ship is tracked, visible, and appears naturally (believably) from the impacts or other interactions. Ship can be destroyed, multiple animations for the falling apart ship.
Player controls	"Spellcasting" is implemented. QTE with random sequences are there. Speed with which players responds to QTE affects the intensity of performed action. Visual feedback for interaction is polished and satisfactory for the players.
Environment	5 examples of each environment threat type, with proper behavior logic. Visual appearance should be appealing.
Ship	Ship looks appealing. It has 2 outposts for the scout player, 4 different zones to repair. Wizard's cockpit has details, ship's hologram looks appealing too. Also shows environmental objects in close proximity to the ship. Ship is very detailed, everything there has a purpose and is smoothly integrated.
Tornado	Tornado looks appealing. Weather effects (clouds, lightnings, etc.) look nice, but with increased number of details. Extra visual effects for "magic" fields. The general look of the tornado is well-put together and everything fits together nicely. The whole picture strikes with awe.

Sound	Everything that happens on the screen has multiple corresponding sound effects, which are rotated throughout the play through.
Animations	Animations for ship-environment interactions are nice and look plausible, transitions from different states are fluid, multiple animations per action.
Gameplay balance	Victory is achievable, but game is challenging and fun to play.
Flexibility	There are multiple types of tornadoes players can conquer, with different difficulty level.
Narrative	Add in-game narrative about the tasks

Extras

PvP, competitive capturing, storyline. Lots of ways to go.

Timeline and milestones

Due to the project's specifics, it doesn't make sense to plan all the work 3 months in advance weekly. There is absolutely no chance that the plan will reflect actual development process.
What we can do is set approximate goals for milestones with high-level tasks and perform weekly meetings to decide on a scope of work for the next week, decompose tasks and assign them.
Milestones and tasks will be managed in Asana
https://app.asana.com/0/home/893253275287721. Milestones will be upload as separate files.