

Updated Development Schedule

Color Coding: **Functional Minimum**, **Low Target**, **Desired Target**, **High Target**, **Extras**

Work Breakdown Structure Dictionary					
Task Name	Assignee	Responsibility	Layer	Deliverables	Estimate / Reality, Deadline
Come up with the General Game Idea	All	Common	Minimum	Game Idea Overview	8h / 10h
Compose the Game Description	Maarten	Common	Minimum	Game description text document	2h / 2h
Describe the Technical Achievement	Anja	Common	Minimum	The surface-level tech. achievement description	1h / 1h
Create a "Big Idea" Bullseye vision	Daniel	Common	Minimum	The Bullseye diagram and description	1h / 1h
Structure the Development Schedule	Nickolas, Daniel	Common	Minimum	The responsibility description, the Work Breakdown Structure	4h / 3h
Prepare the Assessment	Daniel	Common	Minimum	The Informal Assessment Report	1h / 1h
Prepare the Gameplay sketch	Nickolas	Artwork	Minimum	Layered Gameplay Sketch Image	2h / 2h
Prepare the Level & Game Over Sketch	Anja	Artwork	Minimum	Level and Game Over Sketch Image	2h / 3h
Prepare the Artstyle Moodboard	Maarten	Artwork	Minimum	A set of images that represent the desired artstyle	2h / 1h
Prepare the Presentation Slides	All	Common	Minimum	A Google Slides Presentation of the Game Idea Pitch	2h / 2h
Proofreading, correction and validation	All	Common	Minimum	Written Report	2h / 2h
Form the Game Idea Pitch	All	Common		Game Idea Proposal, Game Idea Presentation	10.11.2021

Translate game mechanics to the paper showcase	All	Game Design	Minimum	Informal Mechanics Overview	3h / 4h
Train the Game Master role execution	All	UI/UX	Minimum	Game Master Notes	2h / 3h
Create physical character assets	All	Artwork	Minimum	Character models	8h / 10h
Create physical level assets	All	Artwork	Minimum	Level models	12h / 10h
Physical Playtesting	All	Common	Minimum	Model corrections	2h / 3h
Form the Prototype	All	Common		Physical Prototype, Prototype Presentation	24.11.2021
Implement the Finite Labyrinth generation algorithm	Daniel, Nickolas	Algorithm Development	Minimum	A plug-and-play generation algorithm	20h / 40h
Set up project and assembly structure	Nickolas	Scripting	Minimum	Good project structure	5h / 4h
Create level prefab blockouts	Daniel	Game Design	Minimum	A set of prefab blockouts for playtesting	4h / 5h
Create or scout level assets	Anja, Maarten	Artwork	Minimum	A set of assets used for level design	8h / 7h
Implement the stitching between level prefabs	Daniel	Scripting	Minimum	A continuous level generation system	2h / 2h
Implement basic keyboard character movement	Maarten	Scripting	Minimum	A 1-2 axis player movement system	2h / 4h
Create character models	Maarten	Artwork	Minimum	A set of models	8h / 9h
Create placeholder character animations	Anja	Artwork	Minimum	A set of generic character animations	4h / 7h
Create QTE blockout choice UI	Daniel	UI/UX	Minimum	A UI for showing possible QTE choices	2h / 2h

Write Interim Results Report	All	Common	Minimum	The report document	6h / 7h
Create Interim Results Presentation	All	Common	Minimum	The report presentation	3h / 3h
Create game structure	Anja	Scripting	Low	A set of scripts for game flow	2h / 2h
Implement inventory	Daniel	Scripting	Low	A show-don't-tell inventory system	4h / 4h
Create temporary item placeholders	Daniel	Game Design	Low	A set of items with filled attributes and placeholder assets	4h / 2h
Implement item generation	Nickolas	Algorithm Development	Low	A system that contextually spawns items	8h / 10h
Place item icon placeholders	Maarten	UI/UX	Low	A set of on-screen item visuals	1h / 1h
Create QTE blackout action UI	Anja	UI/UX	Low	A UI for showing quick input actions	2h / 1h
Create basic scenes	Anja	Game Design	Low	A set of scenes, main menu, winning, losing	5h / 6h
Create Obstacle placeholders	Maarten	Game Design	Desirable	Objects for obstacles	4h / 5h
Create test level generator	Nickolas	Algorithm Development	Desirable	A framework to test level generation	5h / 6h
Create level screenshot	Nickolas	Scripting	Desirable	A mechanic to examine level	5h / 4h
Form the Interim Demo	All	Common		Interim Results Executable, First Programming Results Presentation	15.12.2021
Write Alpha State Report	All	Common	Minimum	Report Document	6h / 7h
Create Alpha State Presentation	All	Common	Minimum	Report Presentation	3h / 3h
Create concrete QTE UI	Anja	Artwork	Low	A set of UI elements to replace blockouts	4h / 5h
Create Item Icons	Maarten	Artwork	Low	A set of item textures	6h / 3h

Scout character sounds	Anja, Maarten	Artwork	Low	A set of sounds for character movement	4h / 5h
Scout item sounds	Anja, Maarten	Artwork	Low	A set of sounds for item usage	6h / 3h
Implement level difficulty curve	Daniel	Algorithm Development	Desirable	An algorithm that adapts difficulty to ease the player in	8h / 3h
Implement noise effect	Nickolas	Scripting	Desirable	A shader for noise overlay	4h / 6h
Implement a variety of Items	Daniel	Scripting	Desirable	A template item system for easy item creation	8h / 7h
Create Slenderman	Nickolas	Scripting	Desirable	Implemented slenderman mechanic	12h / 14h
Implement choice visuals	Maarten	Scripting	Desirable	A system to highlight the results of player choice	12h / 10h
Alpha Playtest	All	Common	Desirable	Playtest Report Data	5h / 6h
Playtest-based modification	Daniel, Maarten	Scripting	Desirable	Improved game mechanics	10h / 8h
Obstacles Spawning	Maarten	Scripting	High	A algorithm that spawn obstacles on the paths	4h / 8h
Design forest tiles	Anja	Game Design	High	A set of tiles to replace placeholders	8h / 10h
Implement tile occlusion	Nickolas	Scripting	High	An algorithm to occlude tiles dynamically	10h / 15h
Create barricade visuals	Daniel, Maarten	Artwork	High	A set of models and effects to visually display barricades	10h / 8h
Create item visuals	Anja, Maarten	Artwork	High	A set of models and effects to visually display items	10h / 6h
Form the Alpha Release	All	Common		Alpha Release Executable, Documentation and Presentation	19.01.2022
Create questionnaire	Daniel	Common	Minimum	A questionnaire	2h / 3h

Final Playtest	All	Common	Minimum	Playtest Data	5h / 4h
Playtest-based Modification	All	Scripting	Minimum	Rebalanced game mechanics	5h / 4h
Write Playtest Report	All	Common	Minimum	Playtest Report Document	3h / 5h
Create Playtest Presentation	All	Common	Minimum	Playtest Report Presentation	2h / 3h
Form the Playtest Results	All	Common		Documentation and Presentation	02.02.2022
Adjust UI to different screen sizes	Anja	UI/UX	Desirable	Dynamic UI	5h / 4h
Create Tutorial level	Anja	Scripting	Extra	A level just to explain mechanics	10h / 12h
Implement sweet spot mechanic	Maarten	Scripting	Extra	Sweet spot mechanic to gain boost	5h / 6h
Fix minor generation bugs	Daniel	Algorithm Development	High	Stable level generation	4h / 3h
Implement Jumping & Sliding	Daniel	Algorithm Development	Extra	Jump & Slide mechanic + new obstacle types	10h / 12h
Increase Performance on mobile	Maarten, Nickolas	Common	Desirable	Good performance on mobile devices	15h / 20h
Write Final Report	All	Common	Minimum	Final Document	6h / 6h
Create Finale Presentation	All	Common	Minimum	Final Presentation and Video	2h / 2h
Form the Final Release	All	Common		Final Executable, Documentation and Presentation, Video	16.02.2022