Timeline	Kick-off 19.10	26.10	2.11	Milestone1: Game Design 9.11	16.11	Milestone2: Prototype 23.11	30.11	07.12	Milestone3: Interim demo 14.12	21.12	28.12	4.1	Milestone 4: Alpha release 11.1	18.1	Milestone5: Playtesting 25.1	1.2	Milestone6: Final release 8.2	
Brainstorming																		Wang
Game description																		Li
Time schedule																		Anil
Assessment																		Tatev
Presentation slides			Tatev/Li															All
Cards prototype				Tatev														
Character prototype				Wang														
Map prototype				Anil														
UI prototype				Li														
Assets preparation																		
Presentation slides					Wang/Anil													
Show case scenario				All	All													
World map								Tatev										
Code structure design						All												
Battle scene game logic						Wang	Wang											
Battle scene UI						Li	Li	Li										
Basic card implementation						Tatev	Tatev											
Basic enemy						Anil	Anil	Anil										
Deck						Li												
Battle map						Tatev	Tatev											
Prefabs						Tatev	Tatev	Tatev/Wang/Li										
Testing & debugging						Li	Wang	Wang										
Function adaptation						Wang	Wang	Wang										
Tutorial level						Behind Schedule	Behind Schedule	Behind Schedule										
Presentation slides								Li/Anil										
Sheep enemy optimization									Wang/Anil									
Audio(BGM, sound effect, click effect ticking)											Tatev	Tatev						
Lab worker									Tatev/Wang	Tatev	Tatev	Tatev						
Alfa leader									Tatev									
Alfa solder									Wang	Wang	Wang	Wang						
Hound									Tatev	Tatev	Tatev							
Animation for all									Tatev	Tatev	Tatev	Tatev						
Battle map design for level II									Behind Schedule	Behind Schedule	Behind Schedule	Behind Schedule						
Prefabs (card)									Tatev	Tatev	Tatev							
New Card Implementation in level II									Wang									
Event level									Behind Schedule	Behind Schedule	Behind Schedule	Anil						
Enemy action indicators(A* algorithm)									Wang	Wang	Wang							
Environment Data												Wang/Tatev						
Duplication									Li	Li	Li							
Tutorial script										Li	Li							
Load Data function											Wang							
Main menu											Anil	Li						
Settings menu											Anil	Li						
Continue UI work									Li	Li	Wang/Li	Li						
Bug fixing and adaptation									Wang		Li	Li						
Presentation slides												Anil/Li/Tatev						
Questionary													wang					
Build executable													Unity					
Deselect card														wang				
card zoom													wang					
Interviewing play-testers														Tatev/Anil				
Animation bug fix														Tatev				
Enemy bug fix													Tatev					
Level 2 & 3 battle maps													Tatev					
Pathfinding optimization													Tatev					
Event level													Li					
Winning Screen													Li					
Deck Build(Gamedata storage logic optimization)														Li				
Gameflow test & adaption														Li				
General bug fixing													Wang/Li	Li				
Continue UI work													Li					
Analytics														All				
Presentation slides														All				
Duplication notice																Wang		
Story telling															Li			
New World Map																Tatev		
Card select indicator															Li			
Attack and bleeding effect																Li		
Trailer																Anil		
Final presentation																All		
Add Additional Visuals to Help Players Get Feedback																	Delayed	All
Make It Possible to Use 1, 2, 3, 4 to Select the Cards																	Delayed	All
Put Which Card Will Be Played Above the Enemy																	Delayed	All
Improve tutorial																		All
Improve AI																		All
Improve game balance																		All