

Games Project 2

16.10.2017 - 04.03.2018

WN 42 (16-22)
Mo 16 Tu 17 We 18 Th 19 Fr 20 Sa 21 Su 22

WN 43 (23-29)
Mo 23 Tu 24 We 25 Th 26 Fr 27 Sa 28 Su 29

WN 44 (30-05)
Mo 30 Tu 31 We 01 Th 02

Games Project 2

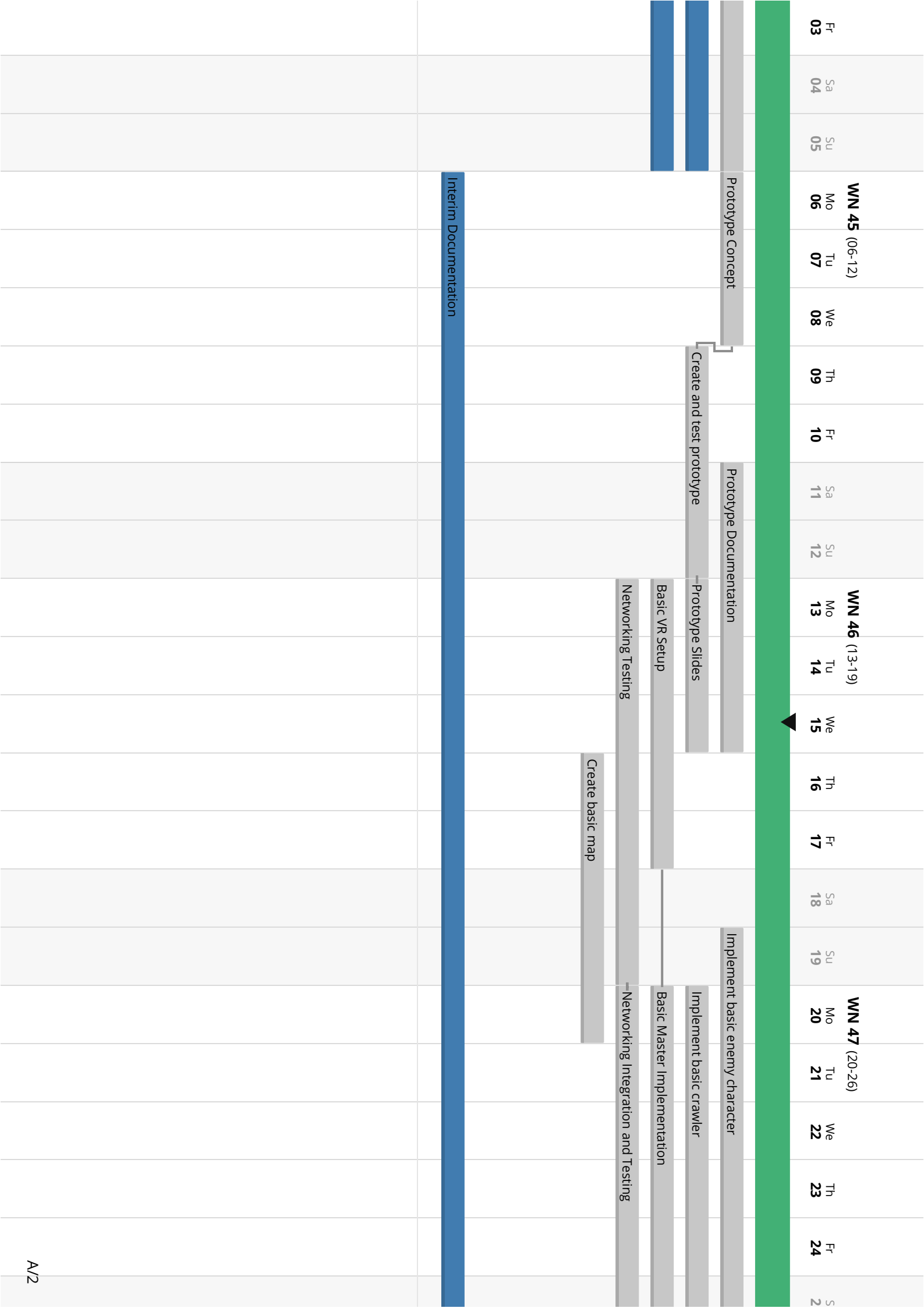
TASKS

▼ Brianstorm Idea

▼ Finalize Idea

Idea Documentation

Make slides



WN 45 (06-12)

WN 46 (13-19)

WN 47 (20-26)

Prototype Concept

Prototype Documentation

Implement basic enemy character

Create and test prototype

Prototype Slides

Implement basic crawler

Basic VR Setup

Basic Master Implementation

Networking Testing

Networking Integration and Testing

Create basic map

Interim Documentation

a
 Su 26
 Mo 27
 Tu 28
 We 29
 Th 30
 Fr 01
 Sa 02
 Su 03
 Mo 04
 Tu 05
 We 06
 Th 07
 Fr 08
 Sa 09
 Su 10
 Mo 11
 Tu 12
 We 13
 Th 14
 Fr 15
 Sa 16
 Su 17

WN 48 (27-03)

WN 49 (04-10)

WN 50 (11-17)

Testing and Debugging Interim Demo

Brainstorm crawler classes and abilities

Brainstorm enemy types

Plan Advanced Master Abilities

Create enemy types and boss

Implement classes for crawlers

Implement physics-based abilities for Master

Create prefabs for rooms and gather assets for dungeon creation – Create 4 example levels

Design a win screen for the end of the game

Improved in-game models

Design communication between master and crawlers

Interim Slides

Design a simplistic UI for players

Alpha Release Documentation



Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
WN 51 (18-24)							WN 52 (25-31)							WN 1 (01-07)							WN 2 (08-14)						
18	19	20	21	22	23	24	25	26	27	28	29	30	31	01	02	03	04	05	06	07	08	09	10	11	12	13	14

Testing and debugging of alpha release

Flesh out enemies + Bosses

Flesh out crawler classes

Master Fog of War

Spawn enemies randomly

High fidelity dungeon, environment lighting

Alpha Release Slides

Dungeon Aug

Procedurally

Alpha Release Slides

Alpha Release Slides

Alpha Release Slides

