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| Month | Week | Development Plan | Test and Demonstration plan |
| January 23 | 23 | Get tank moving and firing | Gameplay of tank moving and firing using unity assets |
|  | 30 | Make sure tank is moving and firing before starting on multiplayer aspect | Show progress of what we have for multiplayer elements |
| February | 6 | Start Multiplayer development | Show progress of what we have for multiplayer elements |
|  | 13 | Multiplayer Cont. | Show progress of what we have for multiplayer elements |
|  | 20 | Finish multiplayer | Show two players joining same lobby |
|  | 27 | Map Generation | Load a single player into a uniquely generated map( walls not elevation) |
| March | 6 | Spring break | Spring break |
|  | 13 | Map generation | Continue with map generation |
|  | 20 | Make sure there are no bugs when joining/playing | Show complete game without bugs and players only on multiplayer (Real Demonstration) |
|  | 27 | Customization | \*if time allows we will add tank customization |
| April | 3 | Final touches | Ensure there are no game breaking bugs and that it is stable |
|  | 10 | Final Touches | Ensure there are no game breaking bugs and that it is stable |

Gantt Chart

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|  | Jan |  | Feb |  |  |  | March |  |  |  | April |  |
| Features | 23 | 30 | 6 | 13 | 20 | 27 | 6 | 13 | 20 | 27 | 3 | 10 |
| Tank Movement/firing |  |  |  |  |  |  |  |  |  |  |  |  |
| Multiplayer |  |  |  |  |  |  |  |  |  |  |  |  |
| Map Generation |  |  |  |  |  |  |  |  |  |  |  |  |
| Customization |  |  |  |  |  |  |  |  |  |  |  |  |
| Final touches |  |  |  |  |  |  |  |  |  |  |  |  |
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