Project Plan

## Game Infomation

### Name:

OceanCraft

### Developer:

Jian Chen

### Project Manager:

Scott Stevenson

## Plan

### Time:

Mar 24 ~ Mar 31

### Plan:

1. Resolve conflict problems.

Hero conflicts with enemies' bullets and enemies' body, enemies conflict with hero's bullets and hero's body.

2. Add life indicator

Add a life bar on the bottom of screen, which varies according to remaining life points.

### Execution:

All finished.

### Time:

Apr 1 ~ Apr 8

### Plan:

1. Level design.

2. Generate enemies.

Write configure file for every level, implement an engine to load the configure file

3. Add weapons and equipment

Add some kinds of weapons and protection equipment.

### Execution:

All finished.

### Time:

Apr 9 ~ Apr 16

### Plan:

1. Poster design.

2. Polish

Use ocean theme graphic materials and add moving objects to background.

3. Optimize level design.

Enrich game elements by modifying configure file.

### Execution:

All finished

### Time:

Apr 17 ~ Apr 24

### Plan:

1. Polish

a. add sound effect

b. add particle system.

2. Optimize level design.

Add more configure files for more levels.

### Execution:

All done.