

WinAPI Portfolio 진행사항

ROC 보드

 에픽 ▾

할 일 21 이슈

Implement Map Editor

CREATE TOOLS

☒ ROC-9

Implement Animations

GAME DEVELOPMENT

☒ ROC-18

Implement Map

GAME DEVELOPMENT

☒ ROC-19

Implement UI

GAME DEVELOPMENT

☒ ROC-20

Implement Cutscene

GAME DEVELOPMENT

☒ ROC-21

Implement Load & Save

GAME DEVELOPMENT

☒ ROC-22

Implement Character

GAME DEVELOPMENT

☒ ROC-23

Implement Jump

DEV GAME ENGINE

☒ ROC-24

진행 중 2 이슈

Implement Sprite Tool

CREATE TOOLS

☒ ROC-16

Implement Slope Collision

DEV GAME ENGINE

☒ ROC-17

완료 7 이슈 ✓

Implement Relative
Coordinate

DEV GAME ENGINE

☒ ROC-12Implement Coordinate
Transformer

DEV GAME ENGINE

☒ ROC-5

Implement Rect

DEV GAME ENGINE

☒ ROC-6Implement GDI, GDI+
Drawing System☒ ROC-11

Implement Camera

DEV GAME ENGINE

☒ ROC-7

Implement Gravity

DEV GAME ENGINE

☒ ROC-13

Implement Map Collision

DEV GAME ENGINE

☒ ROC-10

보류 1 이슈

Implement OBB Collision

DEV GAME ENGINE

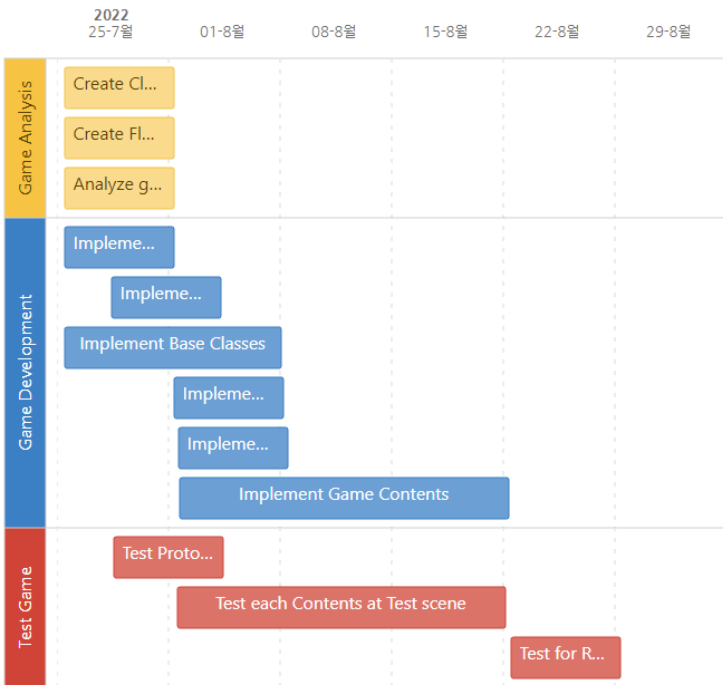
☒ ROC-14

폐기 1 이슈

Implement Tile Map

DEV GAME ENGINE

☒ ROC-8



Game Analysis

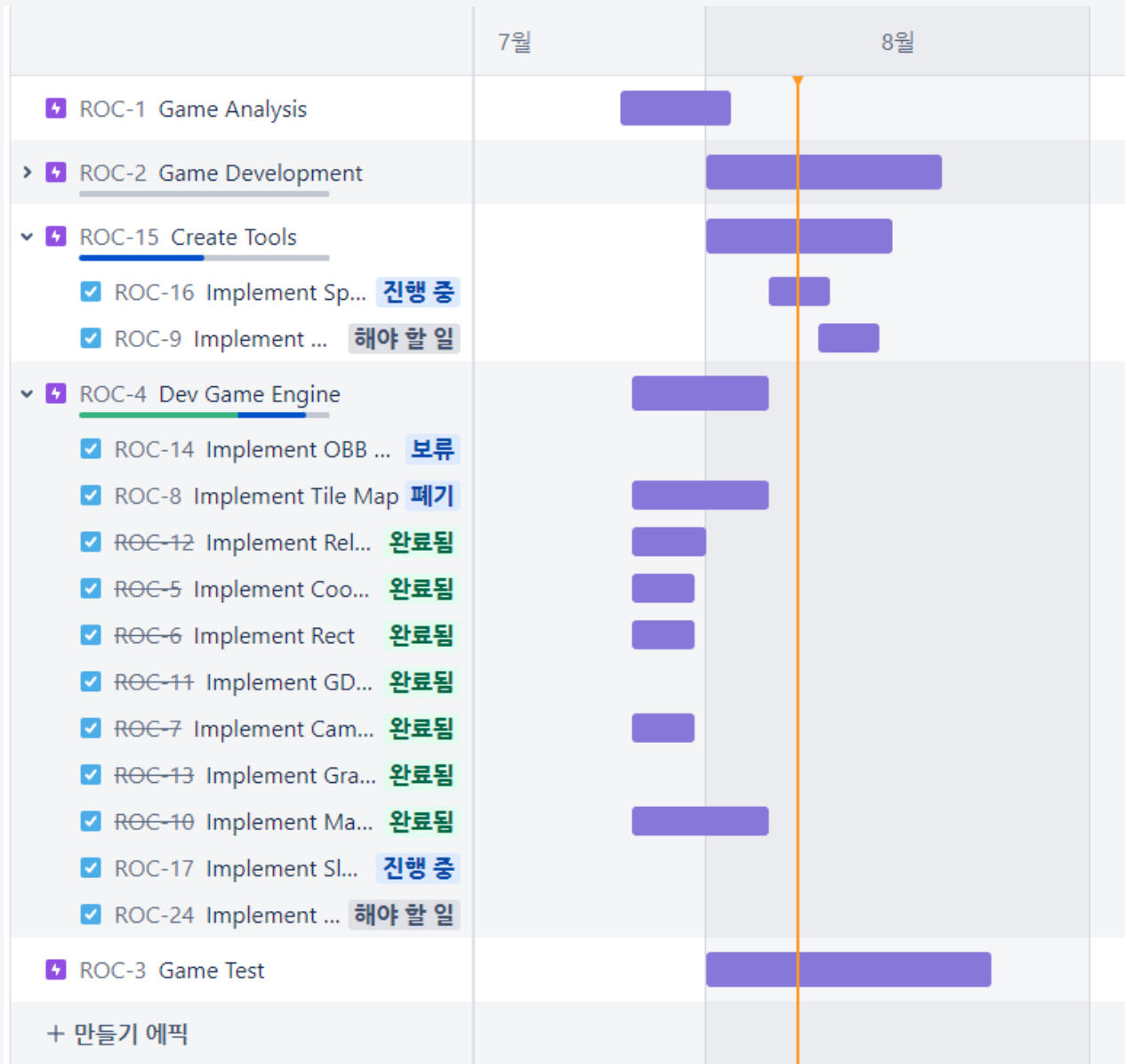
- Create Class Diagram (22.07.26 ~ 22.08.01)
- Create Flow Chart for features (22.07.26 ~ 22.08.01)
- Analyze Game Data (22.07.26 ~ 22.08.01)

Game Development

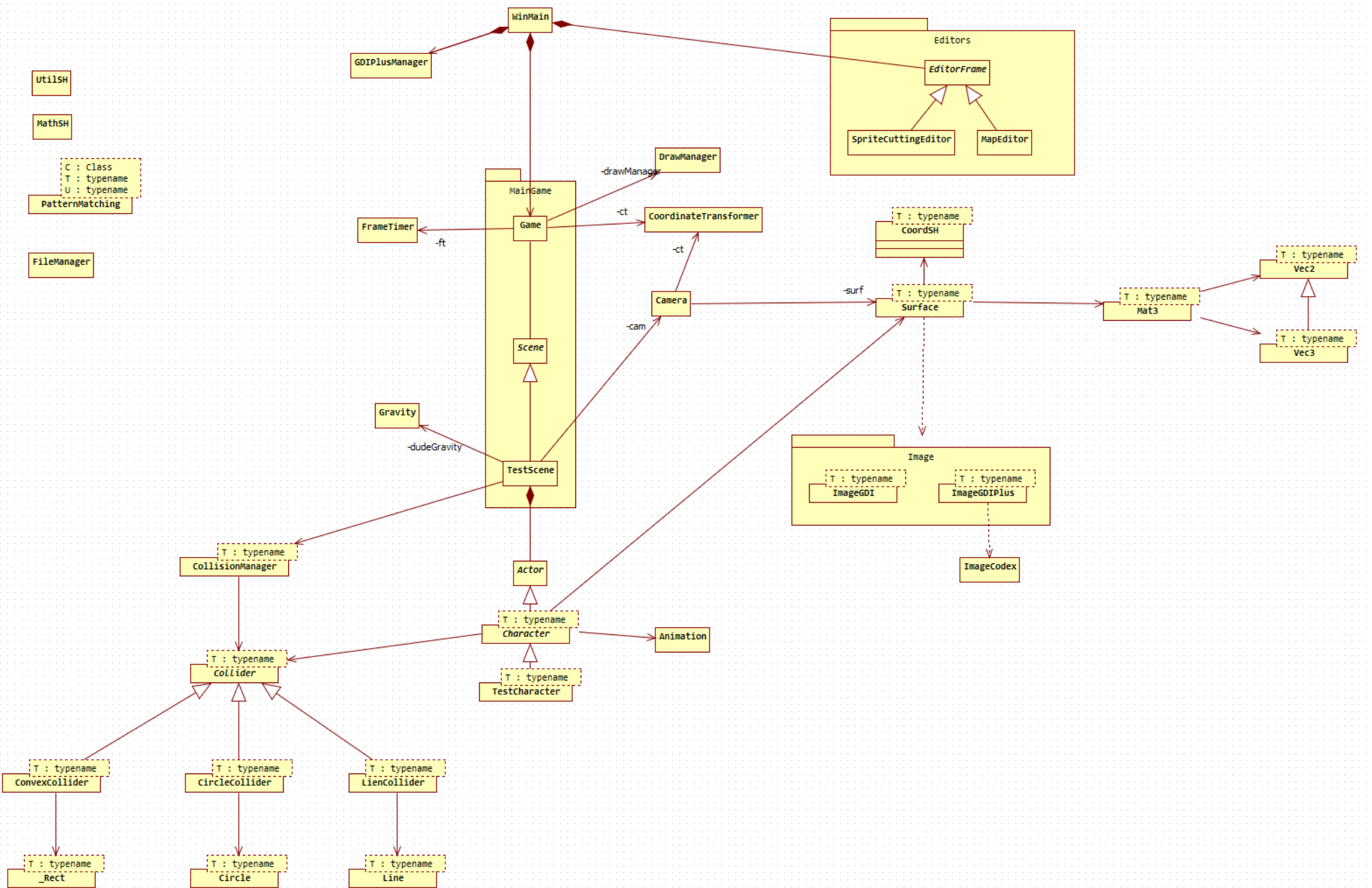
- Implement Game Engine (22.07.26 ~ 22.08.01)
- Implement Prototype (22.07.30 ~ 22.08.03)
- Implement Base Classes (22.07.26 ~ 22.08.08)
- Implement Start Scene (22.08.02 ~ 22.08.08)
- Implement Game Option (22.08.02 ~ 22.08.08)
- Implement Game Contents (22.08.02 ~ 22.08.15)

Test Game

- Test Prototype (22.07.30 ~ 22.08.03)
- Test each Contents at Test Scene (22.08.02 ~ 22.08.15)
- Test for Release game (22.08.15 ~ 22.08.22)



+ 만들기 에픽



Sprite Editor



Game Engine

