**Final Pi Project Road Map**

There are only 4 short weeks left before you must present your Final Pi Project. This road map is meant to list all the features (big and small) that you plan to accomplish as that deadline approaches. Take this seriously and spell out the details on what will be done and who is going to have the responsibility to get it done. Feel free to add more space as you fill this out. After filling it out, submit this document to Moodle. Only one submission per team.

Week 1: 4/19 - 4/25

Goals/Features to have accomplished:

Room Class: Room can be interacted with, hold objects that can be inspected, and moved through freely

Player Class: Inventory and Status bar completed, leveling system fully thought out, can interact with rooms

Monster Class: A superclass for all monsters to follow from is made, monsters can be generated and attack the player

Combat Class: Class used to fufill the core gameplay loop of monster interaction in rooms. Should be in alpha stages by the end of the week.

Who is going to work on what:

Ben Kevil: Room Class / Player Class

Leron Prout: Combat Class / Monster Class

Week 2: 4/26 - 5/2

Goals/Features to have accomplished:

Room Class: Being to build up the bank of rooms, begin implementing procedural generation

Player class: Leveling system should be complete, player should be able to fully navigate the rooms and have an entirely functioning inventory that is visible (either all the time or by using a command)

Monster Class: Should be entirely functional, only thing left is to add to the monster bank and balance to ensure the player does not encounter a high level monster in the beginning)

Progression: The final game should be in a semi-playable state at this point, development of GUIs begins, procedural generation process begins to be worked on

Combat Class: Should be nearly entirely done and linked with the room class

Who is going to work on what:

Ben Kevil: Room Class / Player Class, GUI generation

Leron Prout: Combat Class / Monster Class, procedural generation

Week 3: 5/3 - 5/9

Goals/Features to have accomplished:

All classes should be functioning normally and a playable game should be present

Work to polish any last bugs or other issues with the game, GUIs should be close to done if not already

Procedural generation should be entering its final stages, be able to be used by the room class to create procedural generated things

Who is going to work on what:

Ben Kevil : GUI Development and Bug FixingS

Leron Prout: Procedural generation Development

Week 4: 5/10 - 5/16

Goals/Features to have accomplished:

- All classes should be fully functional and largely bug free

- Procedural generation should be fully functional, the game should be playable

- GUI will be in final stages of development

- Fixing final bugs or other issues in code

Who is going to work on what:

Ben Kevil: Finalizing GUIs and their implementation, bug fixing

Leron Prout: Final stages of procedural generation, should be integrated into the entirety of the program at this point

For Sunday, 5/17, I would suggest everyone work on their presentations for Monday the 18th and not work on any code in the project. Everything should be finished by this point.