

# Schedule

- Game Stage (Prototype, Alpha, Beta, Final)
- Time Frame (12 weeks)

## **- Milestone Week 01 - Initial Development**

- Vladimir Borščak
  - Determination of game mechanics
  - Story concept
  - Environment concept art
- Marina Lovreković
  - Starting Environment modeling of concept art
- Zoran Gaćeša
  - Starting Implementation of main Character abilities
    - Dash
    - Jump
    - Double Jump
    - Jump Off The walls
    - Dive
    - Glide
    - Jet Pack (Glide)
    - Climb on Ladders
    - Ledge Hang
    - Swim (Dive)
- Goran Lochert
  - GitHub Project Setup, Task planning and break down
  - Inventory
  - Cinemachine Camera follow

## **- Milestone Week 02**

- Vladimir Borščak
  - Concept art for playable characters
  - Starting of 3D models for playable characters
  - Starting of playable characters animations
- Marina Lovreković
  - Start Modeling Environment from concept art
- Zoran Gaćeša
  - Finishing implementation of main character abilities
- Goran Lochert
  - Teleporting,

- Zones (Rooms)
- Level interactions (destructible boxes, ladders and similar)
- Start Player Inventory

### **- Milestone Week 03**

- Vladimir Borščak
  - Finishing of 3D models for playable characters
  - Finishing of playable characters animations
- Marina Lovreković
  - Finish Modeling Environment from concept art
  - Animating Environment elements
- Zoran Gaćeša
  - Tutorial level prototype (ProBuilder)
  - First Level (Zone) prototype (ProBuilder)
  - Second Level (Zone) prototype (ProBuilder)
- Goran Lochert
  - Help with level prototype
  - Finishing Player Inventory
  - Testing and integrating the main character prototype animations

### **- Milestone Week 04**

- Vladimir Borščak
  - NPC concept art
  - Helping with 2D environment elements
- Marina Lovrekovic
  - 2D and 3D elements for the environment
  - Texturing environment models
- Zoran Gaćeša
  - Start Main enemy behavior (walking, jumping, shooting, AI)
- Goran Lochert
  - Helping with Enemy AI
  - Starting Simple Quest System

### **- Milestone Week 05**

- Vladimir Borščak
  - NPC 3D models (Enemies, Boss)
- Marina Lovreković
  - NPC 3D models (Enemies, Boss)
  - Finishing environment texturing
- Zoran Gaćeša
  - Finish Enemy Behavior (walking, jumping, shooting, AI)
- Goran Lochert
  - Finishing Simple Quest System

#### **- Milestone Week 06**

- Vladimir Borščak
  - NPC Animation
- Marina Lovreković
  - Finishing Environment Animations
- Zoran Gaćeša
  - Testing 2D and 3D elements for the environment
- Goran Lochert
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#### **- Milestone Week 07**

- Vladimir Borščak
  - NPC Texturing
  - Level design prototype
- Marina Lovreković
  - Polishing 2D and 3D elements for environment
- Zoran Gaćeša
  - UI Prototype and functionality
- Goran Lochert
  - Integrating Quest System

#### **- Milestone Week 08**

- Vladimir Borščak
  - Level design
  - UI Design (2D), Icons
- Marina Lovreković
  - Environment Model import and setup in Unity
- Zoran Gaćeša
  - Finishing UI prototype and functionality
- Goran Lochert
  - Start Event Bus implementation

#### **- Milestone Week 09**

- Vladimir Borščak
  - Level design
  - Main menu UI
- Marina Lovreković
  - Character import and setup in Unity
  - Start integration of additional animations from Mixamo
- Zoran Gaćeša
  - Main Menu implementation
  - Writing Quest Scriptable Objects

- Goran Lochert
  - Finishing Event Bus
  - Integrating Rooms, Teleporters with Zones/Rooms

#### **- Milestone Week 10**

- Vladimir Borščak
  - Finish Level design
  - Finish Main menu UI
- Marina Lovreković
  - Character import and setup in Unity
  - Finish integration of additional animations from Mixamo
- Zoran Gaćeša
  - Finish Main Menu implementation
  - Finish Writing Quest Scriptable Objects
- Goran Lochert
  - Finishing Event Bus
  - Finish Integrating Rooms, Teleporters with Zones/Rooms

#### **- Milestone Week 11**

- Vladimir Borščak
  - Model polishing
  - Playtesting
- Marina Lovreković
  - Model polishing
  - Playtesting
- Zoran Gaćeša
  - Coop Local multiplayer implementation
- Goran Lochert
  - Help with Coop multiplier implementation

#### **- Milestone Week 12 - Beta**

- Vladimir Borščak
  - Model polishing
  - Playtesting
- Marina Lovreković
  - Model polishing
  - Playtesting
- Zoran Gaćeša
  - Bug Fixing
- Goran Lochert
  - Bug Fixing

**- Milestone Week 13 - Bug Fixing**

- Vladimir Borščak
  - Model polishing
  - Playtesting
- Marina Lovreković
  - Model polishing
  - Playtesting
- Zoran Gaćeša
  - Build testing
  - Bug Fixing
- Goran Lochert
  - Bug Fixing

**- Milestone Week 14 - Demo Release**

- Vladimir Borščak
- Marina Lovreković
- Zoran Gaćeša
- Goran Lochert