

Senior Seminar Capstone Schedule

Name: Malik Danab

Project Title & Description: FourSight is a roguelike deck-building tower defense game where you defend a central core on a destructible grid using drawn tower and spell cards, with enemy AI navigating dynamically using pathfinding. Each run features procedural encounters, Slay the Spire–style progression and unlocks, and branching paths through battles, events, and shops as you grow stronger.

Schedule

Class	Date/Activity	Week's Goal	Files you are going to turn in the following week:
1	Jan 23	Complete Project + Schedule Presentation and c Complete Capstone Schedule	DanabMalik_Schedule.pdf DanabMalik_DescriptionPresentation.ppt DanabMalik_DescriptionPresentation.mp 4 DanabMalik_CapstoneDescription.pdf DanabMalik_References DanabMalik_ProfessionalExamples
2	Jan 30	Map Grid + Play Actions/Tower Deck + UI/HUD + Week 3 Presentation	DanabMalik_WeekThreePresentation.mp 4 DanabMalik_WeekThreePresentation.ppt
3	Feb 6	Tower Placement, Card interactions & effects + Week 4 Presentation	DanabMalik_WeekFourPresentation.mp4 DanabMalik_WeekFourPresentation.ppt
4	Feb 13	Basics of Enemy AI(Basic Flow Field)+ Week 5 Presentation	DanabMalik_WeekFivePresentation.mp4 DanabMalik_WeekFivePresentation.ppt
5	Feb 20	Visualization of Enemy Pathing + Continuation of Enemy AI (Weighted Targeting) + Week 6 Presentation	DanabMalik_WeekSixPresentation.mp4 DanabMalik_WeekSixPresentation.ppt
6	Feb 27	Enemy Spawning/Management/Level mechanics+ Week 7 Presentation	DanabMalik_WeekSevenPresentation.mp 4 DanabMalik_WeekSevenPresentation.pp t
7	Mar 6	SFX/VFX & Animations + Prototype Presentation + Playable Prototype	DanabMalik_HalfwayPresentation.mp4 DanabMalik_HalfwayPresentation.ppt DanabMalik_HalfwayPresentation.pdf Foursight_Prototype.exe

8	Mar 13	Prototype One + Halfway Presentation + Updated Schedule for the rest of the semester.	DanabMalik_WeekTenPresentation.mp4 DanabMalik_WeekTenPresentation.ppt
9	Mar 20	Persistent Saves	
10	Mar 27	Main Menu + Settings + Work on Tower Upgrades	DanabMalik_WeekElevenPresentation.m p4 DanabMalik_WeekElevenPresentation.pp t
11	Apr 3	Multiple Levels + Basic game loop for Act 1	p4 DanabMalik_WeekTwelvePresentation.p pt Foursight_Alpha.exe
12	Apr 10	Alpha	DanabMalik_WeekThirteenPresentation. mp4 DanabMalik_WeekThirteenPresentation. ppt
13	Apr 17	Playtest + Polish + SFX, VFX, Balancing, and Visuals.	DanabMalik_WeekFourteenPresentation. mp4 DanabMalik_WeekFourteenPresentation. ppt
14	Apr 24	Playtest Results + Bug Fixes.	DanabMalik_WeekFifteenPresentation.m p4 DanabMalik_WeekFifteenPresentation.p pt
15	May 1	Bug Fixes + Final Polish and Final presentation	DanabMalik_FinalPresentation.mp4 DanabMalik_FinalPresentation.ppt Foursight_Beta.exe
16	May 8	Final Project Submission	