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: