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 config file for every level, implement an engine to load the config file

3. Add weapons and equipments

Add some kinds of weapons and protection equipments.

### Execution: