Road to Beta Roadmap of development:

Week 1 Goals:

Jamie (Designer) - **Modelling**

* *Model Cages for the Medium level: 1hr 30m*
* *Model Hay Bale for the Medium level: 1hr 30m*
* *Model the fence wall for the Medium level: 1hr 30m*
* *Model the Modular Pipes for the Hard level: 2hrs*
* *Model the Tank/Silo for the Hard level: 1hr 30m*
* *Model the Machine/Control Panel for the Hard level: 1hr 30m*
* *Model the Wall Lights for the Hard level: 1hr 30m*
* *Source, populate and arrange assets in the Medium and Hard levels: 2hrs*

Alpeche (Programmer): Program enemy AI to switch between patrolling and following the player if they’re spotted: 5hrs

Ethan (Programmer):

* Refine what happens when the animal is rescued
* Fix the buttons on the lose screen

Week 2 Goals:

Jamie (Designer) - **Texturing**

* *Texture all of the untextured assets for the easy level: 2hrs 30m*
* *Texture all of the untextured assets for the medium level: 2hrs 30m*
* *Texture all of the untextured assets for the Hard level: 2hrs 30m*

Alpeche (Programmer):

* Make animals return to pen if enemy AI touches it: 1hr 30m

Ethan (Programmer):

* Add the wait mechanic to the game
* Add the walking animations to the non player animals

Week 3 Goals:

Alpeche (Programmer):

* Clean up/polish AI script code: 2hr
* Expand tutorial level to make last area easier to walk around: 30m

Jamie (Designer) - **UI Design**

* *Improve help dialog assets for tutorial level: 2hrs 30m*
* *Make tweaks to the main menu: 45m*
* *Work on redesigning and improving the level select screen: 2hrs*
* *Work on redesigning and improving the win and lose screen: 1hr 30m*
* *Create and add design to the in-game animal counter: 30m*

Week 4 Goals:

Alpeche (Programmer):

* Lock enemy zones in the tutorial level: 3hrs
* Make game start in tutorial level instead of easy level: 30m

Jamie (Designer) - **Animation Refinement**

* *Refine the animation of the playable character: 3hrs*
* *Source new enemy AI model (with animations): 1hr 30m*

Week 5 Goals:

Alpeche (Programmer):

* Program and add functionality to hard level: 4hrs
* Use pressure plate to open the exit gate in tutorial level and hard level: 1hr 30m

Jamie (Designer) - **Sound Design**

* *Research and learn about sound in Unity: 2hrs*
* *Experiment with sourced audio files in the levels: 2hrs*

Week 6 Goals:

Jamie (Designer) - **Tweaks and Changes**

* *Improve and tweak any of the above sections based on feedback and playtesting: 3-5hrs*

Alpeche (Programmer) - **Tutorial Level Tweaks**

* Tutorial: Stop player movement and/or stop them moving to the next area in enemy patrol area of the tutorial level: 1hr