Supine - Project Roadmap

Date	20th March 2020	10th April 2020	1st May 2020
Name	RELEASE 1 - CORE MECHANICS AND CONNECTIVITY	RELEASE 2 - GAMEPLAY	RELEASE 3 - POLISH
Goals	Get the core mechanics of the gameplay implemented and working properly. Also, have the connectivity to the server and back to the tablet device. A couple of rooms, bare bones.	More complex aspects of the project, combat between enemies and player. Weapon and item pick ups. Goal here is to get the majority of the functions and complexity in so the game is mechanically finished. Variety of rooms can be generated procedurally.	Final release of the game, No major bugs that affect gameplay all elements of the gameplay and mechanics are fleshed out properly and finished. Polished with graphics and lighting as well as audio etc. UI
Features	• Player movement • Simple camera movement • Server connectivity from tablet to PC • Couple rooms to test gameplay • Simple enemy AI • Basic version of tablet game for testing purposes. • Mini game made, not implemented	• Final camera movement • Procedurally generated levels • Variants of AI for enemies to match which enemy they are • Different games for the tablet user to complete and different ways they interact with the level • Combat, user can use different weapons they pick up to engage the enemy • Pickups	• Complete game loop • Models all rigged and animated • Audio, music for menu and game as well as sounds for hits etc • Lighting, baked as well as realtime. • UI • All of the level variation we want. • All types of games for the tablet user to play. • Menus