# Game Systems

|  |  |  |
| --- | --- | --- |
| **Researching** | **Interested** |  |
| D | D | Networking |
| A | P-A-D | Combat/Skill/Equipment system Implementation |
| D | P-A-D | Dynamic System/AI |
| D | P-A-D | Physics |

# Story Development

|  |  |  |
| --- | --- | --- |
| **Researching** | **Interested** |  |
| A |  | Dialogue |
| P | A-D | Chapter Progression |
| P | P | Background |

# Graphics and Art

|  |  |  |
| --- | --- | --- |
| **Researching** | **Interested** |  |
| A | A-D | UI |
| P | P-D | Models |
| P | P | Terrain |
| P | P-D | Animation |

# Sound Design

|  |  |  |
| --- | --- | --- |
| **Researching** | **Interested** |  |
| A |  | SFX |
| A |  | Music |