Nicole Hurley

Seth Lunn

Project Plan Revised

February 20th 2017

Terrain, lighting, Player and player controller are completed with option to revisit for aesthetics at a later date if time permitting.

**Features to be Implemented**

* User Interface - Basic - Seth - Delivery Date 2/24/17
  + - The goal for this feature is a non-functional menu, but to give Seth a better understanding of the UI layer in Unity
* Enemy AI - Basic - Nicole - Delivery Date 2/22/17
  + - This is the basic AI so an enemy will be drawn to a player if the player is near the enemy, within a set distance.
* Player Heads up display - Seth - Delivery Date 3/3/17
  + - This is the user’s health status that will be showing before during and after combat occurs.
* Turn Sequence Initiation for combat - Nicole - Delivery Date 3/1/17
  + - Creating a space around enemies where when a player gets close enough a trigger event will occur, causing a scene change, where the combat phase will be initiated. At this point there will not be the combat UI created.
* User Interface for Combat non functional - Seth - Delivery Date (Staggered based on section of UI)
  + Tab 1 [Movement] Delivery 3/10/17— Tab 2 [Gear] Delivery 3/15/17 — Tab 3 [Combat] Delivery 3/20/17 — Tab 4 [Tactics] Delivery 3/25/17
    - Setting up the User interface with the buttons, at this time the buttons will move and be draggable but they will not have any animations/attacks behind them.
    - Seth will complete one section of UI at a time based on the Tabs show in the Requirements Document. This way Nicole will be able to implement the functionality behind each tab as Seth works on the next tab.
* User Interface for Combat Functional - Nicole
  + Tab 1 Delivery 3/15/17 — Tab 2 Delivery 3/17/17 — Tab 3 Delivery 3/25/17 — Tab 4 Delivery 3/30/17
    - Getting the buttons to have animations/function behind them where they will each be representing an attack or function for combat.
* Enemy Attack AI - Seth Delivery Date 3/30/17
  + - The enemy will need to have an attack scene in response to the user’s attack. This will be a basic enemy attack animation and scene that will trigger after the user’s attack is finished.

NOTE: If the enemy does not kill the player or the player does not kill the enemy another round of attacks will trigger.

* Save Game - Nicole/Seth
  + - NOTE: This feature is not considered priority for demo day, and if a more important or preferred task such as fixing bugs or aesthetic changing is pressing Nicole/Seth will spend his/her time working on that instead.

The remainder of the time after these features are implemented will be spent testing/fine tuning and preparing for the final presentation this is the responsibility of both Nicole and Seth, if appropriate we will be revisiting the plan and creating a more detailed outline for the remainder of the semester until demo day.