**Aims**

This project aims to create a game for entertain and also helps players improve their knowledge, awareness that can be gain during their journey in the game.

**Main Function:**

This is a huge project contain a lot of functions that need to be relevant and combine to create a good gameplay such as:

# Resource Gathering:

**Purpose**: Players need to collect various resources from the game world to craft items and build structures.

**Explanation**: Resource gathering involves gathering materials such as wood, stone, ore, plants, and more. This can be done through mining, chopping down trees, hunting animals, or farming.

# Crafting System:

**Purpose**: Allows players to combine collected resources to create items, tools, weapons, and structures.

**Explanation**: The crafting system typically includes a crafting menu where players can select recipes to craft items by combining the right resources. Recipes become more complex as the game progresses.

# Building Structures:

**Purpose**: Enables players to construct shelters, fortifications, and other structures for protection and storage.

**Explanation**: Players should be able to place and arrange building blocks or components to create structures. These can range from simple huts and walls to more elaborate buildings and fortresses.

# Tools and Weapons Crafting:

**Purpose**: Allows players to create tools for gathering resources and weapons for self-defense.

**Explanation**: Crafting tools like pickaxes, shovels, and axes makes resource collection more efficient. Crafting weapons such as swords, bows, and guns provides protection from hostile creatures.

# Inventory Management:

**Purpose**: Helps players manage the items, resources, and equipment they collect.

**Explanation**: A well-organized inventory system allows players to store, sort, and access their items easily. This system might include containers, backpacks, or storage chests.

# Survival Needs:

**Purpose**: Introduces elements like hunger, thirst, and temperature to add depth to gameplay.

**Explanation**: Players must satisfy their character's needs by gathering and consuming food, water, and clothing to stay warm. This adds another layer of challenge and realism to the game.

# Crafting Stations:

**Purpose**: Provides specialized workbenches or stations for crafting more advanced items.

**Explanation**: Some recipes may require access to specific crafting stations, like a blacksmith's forge or a carpentry table. These stations might unlock as players progress in the game.

# Environmental Challenges:

**Purpose**: Introduces environmental factors like weather, day-night cycles, and wildlife to impact gameplay.

**Explanation**: These elements add realism and complexity to the survival experience, as players must adapt to changing conditions and respond to various challenges.

| **Task Name** | **Duration** | **Start Date** | **End Date** | **Predecessors** |
| --- | --- | --- | --- | --- |
| ****Initiation Phase**** | 9 days | 8/7/23 | 8/17/23 | - |
| Create project plan | 5 days | 8/7/23 | 8/11/23 | - |
| Create Gantt chart | 2 days | 8/14/23 | 8/15/23 | 5 |
| Create report documentation | 2 days | 8/16/23 | 8/17/23 | 5 |
| ****Research and Analysis Phase**** | 18 days | 8/18/23 | 9/13/23 | - |
| Research on game concept and design | 5 days | 8/18/23 | 8/23/23 | - |
| Analyze market and player needs | 5 days | 8/24/23 | 8/29/23 | 5 |
| Competitor analysis | 4 days | 8/30/23 | 9/5/23 | 7 |
| Art style and graphics research | 4 days | 9/6/23 | 9/11/23 | 8 |
| Create detailed project schedule | 4 days | 9/12/23 | 9/13/23 | 9 |
| Create report documentation | 2 days | 9/12/23 | 9/13/23 | 9 |
| ****Development Phase**** | 44 days | 9/14/23 | 11/14/23 | - |
| Game mechanics and engine development | 15 days | 9/14/23 | 9/27/23 | 9 |
| Artwork and graphics design | 15 days | 9/28/23 | 10/11/23 | 11 |
| Level design and environment creation | 15 days | 10/12/23 | 10/25/23 | 13 |
| Character development and animations | 15 days | 10/26/23 | 11/8/23 | 14 |
| Programming and coding | 15 days | 11/9/23 | 11/22/23 | 15 |
| Sound and music integration | 10 days | 11/23/23 | 12/6/23 | 15 |
| Internal playtesting and iterations | 10 days | 12/7/23 | 12/20/23 | 16 |
| Bug tracking and resolution | 10 days | 12/21/23 | 1/3/24 | 17 |
| Create report documentation | 4 days | 1/4/24 | 1/7/24 | 18 |
| ****Implementation Phase**** | 64 days | 1/8/24 | 4/21/24 | - |
| Platform-specific adaptation (e.g., iOS) | 15 days | 1/8/24 | 1/22/24 | 19 |
| Performance optimization | 10 days | 1/23/24 | 2/2/24 | 21 |
| Game content integration | 15 days | 2/3/24 | 2/17/24 | 20 |
| Create marketing materials | 10 days | 2/18/24 | 2/29/24 | 22 |
| Set up distribution platforms | 10 days | 3/1/24 | 3/12/24 | 22 |
| User interface design | 15 days | 3/13/24 | 3/28/24 | 22 |
| Create report documentation | 4 days | 3/29/24 | 4/1/24 | 23 |
| ****User Testing and Feedback Phase**** | 40 days | 4/2/24 | 5/17/24 | - |
| Alpha testing with an internal team | 20 days | 4/2/24 | 4/21/24 | 25 |
| Beta testing with a selected group of players | 15 days | 4/22/24 | 5/6/24 | 26 |
| Addressing user feedback and bug fixes | 15 days | 5/7/24 | 5/21/24 | 26 |
| Continuous playtesting and improvements | 15 days | 5/22/24 | 6/5/24 | 26 |
| Pre-launch marketing campaigns | 10 days | 6/6/24 | 6/15/24 | 27 |
| Create report documentation | 5 days | 6/16/24 | 6/20/24 | 27 |
| ****Closing Phase**** | 10 days | 6/21/24 | 7/1/24 | - |
| Final quality assurance and testing | 5 days | 7/2/24 | 7/6/24 | 28 |
| Create user guides and documentation | 5 days | 7/7/24 | 7/11/24 | 29 |
| Prepare for game launch (app store submissions, marketing materials) | 10 days | 7/12/24 | 7/21/24 | 30 |
| Develop post-launch support plan | 5 days | 7/22/24 | 7/26/24 | 30 |
| Launch the game | 1 day | 7/27/24 | 7/27/24 | 31 |
| Monitor player feedback and address issues | 15 days | 7/28/24 | 8/11/24 | 31 |
| Post-launch marketing and promotion | 15 days | 8/12/24 | 8/26/24 | 32 |
| Create report documentation | 4 days | 8/27/24 | 8/30/24 | 33 |