

# Champions Production Plan

## Week 1

### Day 1

Plan Game Architecture

### Day 2

Game Intro

Grid Generation

### Day 3

Units Data Structure

### Day 4

Units Data Structure

### Day 5

Game Intro

Command prompt

Command evaluation

## Week 2

### Day 1

Moving units to grid (Dijkstra)

### Day 2

Moving units to grid (Dijkstra)

### Day 3

Moving units to grid (Dijkstra)

### Day 4

Turns

### Day 5

Turns

Playtesting

# Week 3

## Day 1

AI Implementation

## Day 2

AI implementation

## Day 3

AI implementation

## Day 4

Infobox

## Day 5

Playtesting

# Week 4

## Day 1

Win condition

## Day 2

Win screen

## Day 3

Game Rules

## Day 4

Bugfixing  
Polishing

## Day 5

Playtesting

# Week 5

## Day 1-3

Bugfixing  
Polishing

## Day 4

Game Presentation/demonstration (SGDC)

## Day 5

Playing finished game

# GAME DONE! (Hopefully)

