Project Plan

**Development strategy**

Using the **agile approach with the development of the game,** the gamewill be stripped down into **many different sprints** wherein **each week will be a single sprint** dedicated to the implementation of a game feature or function. At the beginning of each week, I will take a look at what is needed for the game, conduct **a phase of planning**. After **the bulk of the week will be for the implementation** of the component. Finally, the **final days of the week will be used for testing** and reviewing with **added time for any fixes**/changes that need to be made.

**Milestones**

This project will have **five main milestone tasks** which need to be completed; each one is important for me to achieve the objectives set for the project. **The first, a map which will be randomly generated** at the beginning of the game. **The second, implement a simple colonist** for the game, one with working AI pathfinding. **The third, implement a selection of resources** into the game and allow for the colonist to perform a basic set of tasks. **The fourth, A building system** for the game, which interacts with the multiple layers of the map. And **finally, a random events system** with a couple of different events with different outcomes.

**Gantt Chart**:

<https://docs.google.com/spreadsheets/d/1IvRP2XnJYIO8LR09rxNJRsqJsWtvVfdTz-adm9MfdnA/edit?usp=sharing>.