

# Project Milestones

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September 29, 2023

## Time Left (~28 weeks)

- 9 weeks left in semester
- ~4 weeks break
- 15 weeks second semester

## High level milestones/objectives

### Objective for this semester (semester 1)

- 100% lockdown on concept
- Workable draft for (at least) several aspects of the game
- Contact High-school/college teachers to play-test game
- Identification of “stretch-goals” that are not pertinent to finished game, but can be added if time allows

### Objective for break

- Ideally nothing
- This time can be used to make up for time lost this semester

### Objective for next semester (semester 2)

- Finish game to alpha state (ideally within first 4-6 weeks)
- Polish game (up till the deadline)
  - Respond to play-test feedback if able
  - Work on stretch goals
- Publish game in some manner (steam, app store, website)
- Plan out any future additions beyond senior project if everything gets done on time

## Semester 1 Tasks

- ☐ Develop soundtrack/sound design for game | @adediu25
- ☐ Develop UI for game | @adediu25
- ☐ Research biology curriculum, lock in concepts | @IllustratedMan-code
- ☐ Design main game-loop (with help) | @IllustratedMan-code
- ☐ Program scene scripts in Godot Engine | @adediu25
- ☐ Research Godot Engine implementations for our ideas | @adediu25
- ☐ Setup Automation and CI/CD | @john-whiting
- ☐ Implement Game Trait System (with assistance) | @john-whiting
- ☐ Establish documentation standards | @ConnorMcKinney99
- ☐ Research asset library | @ConnorMcKinney99
  - Buy drawing tablet | @ConnorMcKinney99
- ☐ Prototype mini-games | @ConnorMcKinney99
- ☐ Asset Creation (art style) | Needs Person
- ☐ Highschool outreach | All

## Semester 2 Tasks

- ☐ Playtest completed game levels/features | @adediu25
- ☐ Implement Asset Animations | @john-whiting
- ☐ Highschool outreach/testing | All
- ☐ Export/Platform distribution | @john-whiting

## Tables

Task	Person assigned	Date Started	Date Finished
Develop soundtrack/sound design for game	@adediu25	10/29/2023	12/9/2023
Develop UI for game	@adediu25	10/29/2023	11/4/2023
Research biology curriculum, lock in concepts	@IllustratedMan-code	10/29/2023	10/7/2023
Design main game-loop (with help)	@IllustratedMan-code	10/29/2023	11/4/2023
Program scene scripts in Godot Engine	@adediu25	10/29/2023	12/9/2023
Research Godot Engine implementations for our ideas	@adediu25	10/29/2023	10/7/2023
Setup Automation and CI/CD	@john-whiting	10/29/2023	11/4/2023
Implement Game Trait System (with assistance)	@john-whiting	10/29/2023	12/9/2023
Establish documentation standards	@ConnorMcKinney99	10/29/2023	10/7/2023
Research asset library	@ConnorMcKinney99	10/29/2023	10/7/2023
Buy drawing tablet	@ConnorMcKinney99	10/29/2023	Done
Highschool outreach	All	10/29/2023	12/9/2023
Prototype mini-games	@ConnorMcKinney99	10/29/2023	12/9/2023
Asset Creation (art style)	Needs Person	10/29/2023	3/1/2024
Playtest completed game levels/features	@adediu25	1/8/2024	3/1/2024
Implement Asset Animations	@john-whiting	1/8/2024	2/1/2024
Highschool outreach/testing	All	1/8/2024	3/1/2024
Export/Platform distribution	@john-whiting	1/8/2024	3/1/2024
Takes minutes - David Lewis	@IllustratedMan-code	10/29/2023	Ongoing
Specify Weekly Tasks - David Lewis	@IllustratedMan-code	10/29/2023	Ongoing
Maintain project organization (Github strategy)	@IllustratedMan-code	10/29/2023	Ongoing
Maintain Code Standards	@john-whiting	10/29/2023	Ongoing
Review Pull Requests	@john-whiting	10/29/2023	Ongoing
Enforce documentation standards	@ConnorMcKinney99	10/29/2023	Ongoing

Task	Person assigned	David Effort	Alex Effort	John Effort	Connor Effort
Develop soundtrack/sound design for game	@adediu25		100%		
Develop UI for game	@adediu25	10%	70%	10%	10%
Research biology curriculum, lock in concepts	@IllustratedMan-code	100%			
Design main game-loop (with help)	@IllustratedMan-code	40%	20%	20%	20%
Program scene scripts in Godot Engine	@adediu25	10%	70%	10%	10%
Research Godot Engine implementations for our ideas	@adediu25		100%		
Setup Automation and CI/CD	@john-whiting			100%	
Implement Game Trait System (with assistance)	@john-whiting	20%	10%	40%	30%
Establish documentation standards	@ConnorMcKinney99				100%
Research asset library	@ConnorMcKinney99				100%
Buy drawing tablet	@ConnorMcKinney99				100%
Highschool outreach	All	25%	25%	25%	25%
Prototype mini-games	@ConnorMcKinney99	20%	20%	20%	40%
Asset Creation (art style)	All	25%	25%	25%	25%
Playtest completed game levels/features	@adediu25	10%	70%	10%	10%
Implement Asset Animations	@john-whiting	10%	10%	70%	10%
Highschool outreach/testing	ALL	25%	25%	25%	25%
Export/Platform distribution	@john-whiting			100%	
Takes minutes - David Lewis	@IllustratedMan-code	70%	10%	10%	10%
Specify Weekly Tasks - David Lewis	@IllustratedMan-code	100%			
Maintain project organization (Github strategy)	@IllustratedMan-code	100%			
Maintain Code Standards	@john-whiting			100%	
Review Pull Requests	@john-whiting	10%	10%	70%	10%
Enforce documentation standards	@ConnorMcKinney99				100%