**Project plan**

Project date: 6/8/20

**Roles on the project**

Napa:

* Main menu
* Player controls and UI (currently)
* Level 1 (level in general)
* Boss spawn (if theres time)
* Powerup
* Enemy 1 & 2

Aniq:

* Level 2 and Level 3 (level general)
* Level design (map design)
* Sound effects
* Enemy 3
* GDD and project plan

**Project Plan**

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| --- | --- | --- | --- | --- |
| No. | Tasks | Owner | Creation date | Completed date |
| 1 | Brainstorming | Napa & Aniq | 3/8/20 | 3/8/20 |
| 2 | Unity project | Napa | 3/8/20 | 26/8/20 |
| 3 | Games Design Document | Aniq | 4/8/20 | 6/8/20 |
| 4 | Presentation | Aniq | 6/8/20 | 12/8/20 |
| 5 | Controls, Enemies & Level 1 | Napa | 3/8/20 | 13/8/20 |
| 6 | Level design, Level 2 & Level 3 | Aniq | 13/8/20 | 19/8/20 |
| 7 | Game development and Integration testing | Napa | 13/8/20 | 26/8/20 |
| 8 | Documentation version control | Napa | 12/8/20 | 26/8/20 |
| 9 | Test case and bug reports | Aniq | 26/8/20 | 26/8/20 |