First 2 weeks - Combat System

Vertical Slice Priority:- Weeks to work:- Person:-

* Units : (Health UI included) - High - 2 to 3 weeks Yuefeng
* Buildings: (Health UI included)- High - 2 weeks Jeffy
* Units are dependent on Buildings, so buildings should have sphere colliders, with appropriate tags to trigger their respective attack modes.
* Base: (Energy UI included) - High - 2 weeks Jeremy
* Card display - High - 1 week
  + Card images - Med - 1 week Max, Jeffy
  + Card game objects - Med - 1 week Jeremy
* Map - Low - 1 week if time permits Jeremy
* Control system - Med - 2 weeks Joel, Trey
* Game manager - Med - 2 to 3 weeks Max, Jeremy
  + Turn timer - Med - 1 week Max
  + Action phase timer - Med - 1 week Max
    - https://unity3d.com/learn/tutorials/s/tanks-tutorial

Aside from the unit - building dependency, all other development will take place concurrently

Asset List

* Unit models - use cubes and spheres as placeholders
* Building models - use tall cube as placeholder
* Card designs - Default cards generated in photoshop or something as a raw image on a game object with interactable canvas on it
* Map - Terrain generator in unity

Features to include across units:-

* HP Bar
* Basic targeting system.
* Basic movement system
* Sphere colliders as trigger, with box collider around character model. Triggering objects like buildings and other units and such should be appropriately tagged.

Features to include across Buildings:-

* Hp Bar (Higher HP than units)
* One that regens energy, and one that attacks
* Energy regen bar for the one that regens (using same script as Base)
* Sphere collider as trigger for detection. Box collider for solidity.
* Global list for maintaining targeting priority
* Maybe shooting animation
* Raycast shots

Features to include across Bases:-

* Hp bar
* Energy Bar on UI increases at steady rate. (Set energy bar with the dynamic length.)

Card Images:-

* Photoshopped
* Asset links
  + <http://3.bp.blogspot.com/-LSNFhLmvQ_I/VXjoVyHWmfI/AAAAAAAAAB8/wXQo_M9EIyc/s1600/template1.png>

Card Game Objects:-

* Buttons to select particular card to choose.
* Play Cards button on each players UI

Map:-

Develop multiple lanes if time, one for now.

Control Systems:-

* Clickable card buttons instead of drag (for vertical slice only)
* First choose card player wants to play
* Then pick the lane player wants to deploy the card.
* Finally click play button to play the card.
* Switch to hostile player for decision phase.
* Two players share the same set of UI.(share same set of decision phase button layout)
* Players have different button for special attack during action phase.
* Add sign to know which player’s turn it is

Game Manager -

* Increment turn counter
* Alternate between action phase and decision phase
* Action phase
  + Allow units to move and fight
  + Allow buildings to operate
  + Allow energy to generate
  + Allow damage
  + Allow use of special attack cards
  + Do not allow units/buildings to be deployed
* Decision phase
  + No moving/fighting for all units
  + Stop buildings from operating
  + Stop energy generation
  + Stop damage
  + Do not allow special attack cards to be used
  + Allow units and buildings to be deployed
    - Start in frozen state

Energy bar

* addValue(float value)