Feb 26, 2019

1. Due Feb 26 > Mar 1
   1. Mid Term Expectations
      1. Group name, project code name on documents
      2. Include a user story
   2. Pre-production docs due
      1. Mid Term Docs
         1. Design docs
            1. Asset list
            2. Feature list
            3. Finalized gameplay docs (game loop/brief/specs): detailed breakdown of gameplay
            4. Tech design
            5. Art Design (UI examples, environments, gameplay elements, characters)Schedule with vertical slice milestone
            6. Includes milestone goal
            7. A user story to describe milestone from player’s POV
            8. Listing of things to accomplish (design, programming, narrative, art and audio)
         2. Risk management/risk register doc
            1. 3 items to risk register with mitigations and impact reduction
            2. Template can be found in the Project Plan
         3. Initial QA test plan (extra credit)

Feb 7, 2019

1. Assignments
   1. Units (Yuefeng)
   2. Buildings (Jeffy)
   3. Base (Jeremy)
   4. Card Display
      1. Images (Max, Jeffy)
      2. Game objects (Jeremy)
   5. Map (Jeremy)
   6. Control System (Joel, Trey)
   7. Game Manager (Max, Jeremy)
      1. Turn timer (Max)
      2. Action Phase Timer (Max)

Feb 5, 2019

1. Deliverables (Feb 6 > Feb 8)
   1. List of Team with assignments
   2. Revised Design Docs
      1. Revised High Level Vision Canvas (done)
      2. Revised Beat by Beat and/or Game Loop (done)
      3. Revised Feature List (done)
      4. The Change List/ Design Modifications (done)
   3. First Pass Tech Design Review/Doc
   4. Initial Schedule (with plans for how each milestone will be completed)
      1. Individual assignments
      2. Dependencies
      3. Asset list (Art/Audio/Items to be created)
      4. Best estimates for timeframes
   5. Initial Style Guide for Art
      1. Characters
      2. Environments
      3. Weapons
      4. UI
      5. Gadgets/Widgets/Game play elements not fitting into the other categories

Jan 31, 2019

1. Modifications
   1. Change PvE to PvP
      1. Vision Design Canvas
      2. Beat by Beat
      3. Game Loop
   2. Start
      1. Tone Target
      2. Feature Specs
      3. Feature List

Jan 29, 2019

1. Version Control
   1. Official git tool
      1. Can’t have two people working at the same time
   2. Host own Subversion server or Perforce
2. Modify
   1. Vision Design Canvas
   2. Tone Target
   3. Beat by Beat
   4. Game Loop
   5. Feature Specs and list

Jan 24, 2019

1. Action Items
   1. Check version control (Max)
2. Feature List Scope Reduction
   1. Keep
      1. Combat systems
      2. Modify card selection into 1
      3. Winning condition based on health
      4. Multiple lanes
      5. Energy generation system
      6. Modify the Turn based system into a decision and action phases system.
      7. PvP
      8. Matchmaking/Multiplayer
   2. Remove
      1. Deck storage
      2. Wager
      3. Shop