Milestones & Deliverables

Adaptabrawl — 2D Multiplayer Fighting Game

ID	Milestone / Deliverable	Type	Date	Explanation
C1	Team Contract signed	Completed	2025-09-15	Roles, norms, and weekly cadence agreed (planning Wed; playtest Fri).
C2	Design Diagrams submitted (A4)	Completed	2025-09-28	Level 1–3 diagrams for inputs/outputs, subsystems, and netcode paths.
C3	Tasklist finalized (A5)	Completed	2025-09-29	20 project-specific tasks with owners and verbs, ~5 per teammate.
C4	Project Description drafted	Completed	2025-09-25	Problem framing, vision, MVP→Beta scope, and tech stack thesis.
M0	Repo bootstrap	Planned	2025-09-20	Unity LTS selection short-list, Git LFS, basic CI smoke build.
M1	Engine lock (Unity LTS)	Planned	2025-10-10	Decide engine; freeze versions and architecture sketch.
M2	Core combat prototype (offline)	Planned	2025-10-24	Movement, attacks, block/parry; FSM + hit/hurtboxes working.
M3	Status effects v1	Planned	2025-10-31	Poison, heavy-attack, low-HP with readable UI timers/icons.
M4	Adaptive conditions v1	Planned	2025-11-07	Stage/weather modifiers wired to disclosed stat/move changes.
M5	Netcode baseline + lobbies	Planned	2025-11-21	Host-auth, client prediction, room codes via Relay/Lobby.
M6	Online combat parity	Planned	2025-12-01	Online matches mirror offline behavior; determinism audit pass.
M7	Usability & perf pass	Planned	2025-12-08	Controller remap, accessibility, VFX budgets; 60 FPS target.
M8	S1 Vertical Slice build	Planned	2025-12-12	Two fighters, one stage, online 1v1; playtest + submission.