Project Timeline

Table 1.1 — Tasks Only

Task #	Task (short)	Owner	Start	End	Status	Milestone Links
1	Identify online model & session flow	KS	2025-10-01	2025-10-06	Planned	
2	Design state updates & prediction flow	KS	2025-10-03	2025-10-10	Planned	M1
3	Implement Lobby/Relay + room codes	KS	2025-10-10	2025-10-24	Planned	M1, M2
4	Movement prediction & correction	KS	2025-10-17	2025-10-31	Planned	M2, M3
5	Online stress tests (RTT/jitter/loss)	KS	2025-11-01	2025-11-21	Planned	M4, M5
6	Combat flow + cancel & buffers	SS	2025-10-01	2025-10-08	Planned	
7	Hit/hurtbox & damage system	SS	2025-10-08	2025-10-18	Planned	M1
8	Two starter fighters (movesets)	SS	2025-10-15	2025-10-29	Planned	M2
9	Status/Condition system v1	SS	2025-10-22	2025-11-01	Planned	M2, M3
10	Frame data tuning + playtests	SS	2025-11-01	2025-11-14	Planned	M4
11	HUD: HP bars + status timers	KSh	2025-10-10	2025-10-20	Planned	M1
12	Lobby & post-match UI flows	KSh	2025-10-20	2025-10-31	Planned	M2, M3
13	Input maps + in-game rebind	KSh	2025-10-25	2025-11-05	Planned	M3
14	Readable VFX/SFX palettes	KSh	2025-11-01	2025-11-15	Planned	M4
15	Usability/accessibility tests	KSh	2025-11-15	2025-12-05	Planned	M5, M6
16	CI: Win64 build on PR	YB	2025-10-05	2025-10-12	Planned	M1
17	Telemetry/exporter (opt-in)	YB	2025-10-20	2025-11-03	Planned	M2, M3
18	Training mode + hitbox viewer	YB	2025-11-03	2025-11-17	Planned	M4
19	Perf profiling & budgets	YB	2025-11-10	2025-12-01	Planned	M5, M6
20	Docs/controls/troubleshooting	YB	2025-12-01	2025-12-10	Planned	M6, M7

Table 1.2 — Milestones Only

Task #	Task (short)	Owner	Start	End	Status	Milestone Links
M0	[Milestone] Repo bootstrap	—	2025-09-20	2025-09-20	Target	—
M1	[Milestone] Engine lock (Unity LTS)	—	2025-10-10	2025-10-10	Target	—
M2	[Milestone] Core combat prototype (offline)	—	2025-10-24	2025-10-24	Target	—
M3	[Milestone] Status effects v1	—	2025-10-31	2025-10-31	Target	—
M4	[Milestone] Adaptive conditions v1	—	2025-11-07	2025-11-07	Target	—
M5	[Milestone] Netcode baseline + lobbies	—	2025-11-21	2025-11-21	Target	—
M6	[Milestone] Online combat parity	—	2025-12-01	2025-12-01	Target	—
M7	[Milestone] Usability & perf pass	—	2025-12-08	2025-12-08	Target	—
M8	[Milestone] S1 Vertical Slice build	—	2025-12-12	2025-12-12	Target	—