

Project Zombo

Production Timeline - Production Rules - Meeting Logs

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1) Production Focus Timeline Chart

| | 30/11/18 | | | | | 21/12/18 | | | | | |
|-------------------------|-------------|--------|--------|--------|--------|---|--------|--------|--------|---|-----------|
| currently on: | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Milestone #1 | Week 6 | Week 7 | Week 8 | Milestone #2 | Week 9-10 |
| BrainStorming | | | | | | https://canvas.sae.edu/courses/3719/assignments/20690 | | | | https://canvas.sae.edu/courses/3719/assignments/20693 | HOLIDAYS |
| Player Management | | | | | | | | | | | |
| AI Management | | | | | | | | | | | |
| Level Management | FILE SYSTEM | | | | | | | | | | |
| UI Management | | | | | | | | | | | |
| Audio Management | | | | | | | | | | | |
| Technical Documentation | | | | | | | | | | | |
| UX & QC | | | | | | | | | | | |

| | 30/1/19 | | | | | 24/2/19 | | | |
|-------------------------|---------|---------|---------|---------|---|---------|---------|---------|---|
| currently on: | Week 11 | Week 12 | Week 13 | Week 14 | Milestone #3 | Week 15 | Week 16 | Week 17 | FINALE |
| BrainStorming | | | | | https://canvas.sae.edu/courses/3719/assignments/20694 | | | | https://canvas.sae.edu/courses/3719/assignments/20132 |
| Player Management | | | | | | | | | |
| AI Management | | | | | | | | | |
| Level Management | | | | | | | | | |
| UI Management | | | | | | | | | |
| Audio Management | | | | | | | | | |
| Technical Documentation | | | | | | | | | |
| UX & QC | | | | | | | | | |

2) Production Rules

- Brainstorming weeks are the ones we discuss new ideas and decide on implementing new stuff.
- Not included: File System Management/ Log Management / Tool Development
- If needed will add: Multiplayer Management.
- Weekly meetings take place on Tuesdays at 18:00.
- PLACEHOLDER
- PLACEHOLDER
- PLACEHOLDER

3) Project Goals:

| | Deadline | Progress: |
|------------------------|----------|-----------|
| CMN5201.F1 IDEA | 26/10/18 | 100% |
| CMN5201.F2 Milestone 1 | 30/11/18 | 100% |
| CMN5201.F3 Milestone 2 | 21/12/18 | 100% |
| CMN5201.F4 Milestone 3 | 30/01/19 | 0% |
| CMN5201.1 Final | 24/02/19 | 99% |

CMN5201.F2 Milestone 1 30/11/18

| | |
|---|-----------|
| Goal #1: Get Idea Approval from Akis-san. | Done |
| Goal #2: Create Primitives Level 101 | Done |
| Goal #3: Create Primitives Player & AI | Done/Done |
| Goal #4: Design Project | Done |
| Goal #5: Design File System | Done |
| Goal #6: Design UI. | Done |
| Goal #7: Implement audio. | Done |

CMN5201.F3 Milestone 2 21/12/18

| | |
|---------------------------------------|------|
| Goal #1: Create a couple more floors. | Done |
| Goal #2: Add a couple more weapons. | Done |
| Goal #3: Add interactable props. | Done |
| Goal #4: Improve AI. | Done |
| Goal #5: Create pause system. | Done |
| Goal #6: Create save system. | Done |
| Goal #7: Optimise UI. | Done |
| Goal #8: Further implement audio. | Done |

4) Meeting Schedule & Logs:

23/10/2018

Topics discussed :
- How and what should we present on Thursday
- Workflow , Workload distribution , Κατανομή ευθυνών ανα κατηγορία
- How to proceed with the project , Set up a quick plan about how to develop what and up until when
- How to Git

30/10/2018

Topics Discussed :
- Συζήτηση και ενασχόληση με τα μέσα συνεργασίας μεταξύ των μελών της ομάδας. Μεταξύ των επιλογών υπήρχαν το GitKraken και το Collab της unity.
- Δημιουργία και κατανομή εργασίας στο κάθε μέλος , μέσω trello board.

06/11/2018

Topics Discussed :
- Συζήτηση για το πρωτότυπο και για τους στόχους της ομάδας.
- Δημιουργία εκ νέου του github.

13/11/2018

Topics Discussed :
- Game Design αποφάσεις που αφορούν την κίνηση του πακτιη και της καμερας.
- Review στα ήδη υπάρχοντα πράγματα.
- Κατανομή focus για την ερχόμενη εβδομάδα.
- Επανεξέταση του Executive Summary για re-submission.

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|---|
| 20/11/2018 |
| Topics Discussed : |
| -Suggestions about sprint , stamina , UI and new features |
| -Get members back on track and give updates to each other |
| -Estimate when certain features will be ready |
| |
| 27/11/2018 |
| Topics Discussed : |
| - What should be done until Friday |
| - Discussion concerning extension of the deadline |
| - Discussion about possible optimization of the Project |
| |
| 7/12/2018 |
| Topics Discussed: |
| -Debate about open world |
| -Brainstorming |
| -Event listener discussion |
| -Something else that i forgot because Discord died |
| |
| 18/12/2018 |
| Topics Discussed: |
| -Gameplay design ideas , seperate the game into segments |
| -Brainstorming for new mechanic as a reward |
| -Discussion about the level in general |
| -Discussion about zombies and how they are supposed to behave |
| -Distrubute work for next Milestone |
| |
| 11/1/2019 |
| Topics Discussed: |
| -Recap of things that should be done |
| |
| 15/1/2019 |
| Topics Discussed: |
| -Work distributed |
| |
| 22/1/2019 |
| Topics Discussed: |
| -Introduced Olympia and Jimmos to level story |
| |
| 1/3/2019 - 3/3/2019 |
| - 3 days jam mode everyday meeting |