Schedule

|  |  | Development Plan | Test and Demonstration Plan |
| --- | --- | --- | --- |
| Jan | 25 | Inventory   * Display Equipment in inventory equipment slots   Main Menu   * Save slots * Option Menu   Potions   * Begin implementing a script to be able to use potions   Weapons   * Projectile weapon began implementation   Enemies   * New enemies ideas and mechanics developed | - Users can open inventory UI and items they pick up will show.  - User can navigate Main menu to get to gameplay (Singleplayer/exit/options) |
| Feb | 1 | Shop System   * Create NPC to interact. * Display UI with items that can be bought. * Make items purchasable.   Main Menu   * Finish options/controls menu   Potions   * Working variety of potions   Weapons   * Projectile weapon system implemented fully   Enemies   * Few new enemies added and working as intended | - User can buy items and items will be added to their inventory  - User will be able to customize control scheme  - User will be able to adjust all options parameters  - Users can collect a potion and drink it to gain its benefits.  - User can encounter multiple different enemies  - User can use different types of weapons based off their playstyle |
|  | 8 | Buffs / Stat System   * Begin implementing a system to be able to track players stats and Buffing entities for the player to obtain.   HUD  Chests   * Make the chest interactable with a button.   Enemies   * More enemies added with unique abilities and characteristics when the players encounter them | - User will see Money, Health and Buffs on the HUD  - User will be able to open chest with a button |
|  | 15 | Stage Design | - Players can teleport to multiple stages of the game. |
|  | 22 | Item Creation | - Player can use different items in the game. |
| Mar | 1 | Sound and animations | - Player can hear sound effects of different events  - Player can see animated objects in each scene. |
|  | 8 | Spring Break |  |
|  | 15 | Implement Bosses | - Bosses will have animations and sound effects.  - Bosses will have unique movement and abilities to fight the player. |
|  | 22 | Co-op LAN Multiplayer | - User will be able to host/join another player and complete the first stage together |
|  | 29 | Polish Game  Bug Fixes |  |
| Apr | 5 | Polish Game  Bug Fixes |  |
|  | 12 | Polish Game  Bug Fixes | - Game will feel super crispy and snappy |
|  | 19 | Advertising Website | - Website will navigate appropriately and display the game detail |
|  | 23 | Present! | Present! |

Gantt Chart

|  | Jan |  | Feb |  |  |  | Mar |  |  |  |  | Apr |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 22 | 25 | 1 | 8 | 15 | 22 | 1 | 8 | 15 | 22 | 29 | 5 | 12 | 19 | 23 |
| Inventory | X |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Main Menu | X | X |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Potions | X | X |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Shop System |  | X |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HUD |  |  | X |  |  |  |  |  |  |  |  |  |  |  |  |
| Buffs / Stat System |  |  | X | X |  |  |  |  |  |  |  |  |  |  |  |
| Stage Design |  |  |  | X | X |  | X | X |  |  |  |  |  |  |  |
| Item Creation |  |  |  |  | X |  |  |  |  |  |  |  |  |  |  |
| Sound and animations |  |  |  |  |  | X |  |  |  |  |  |  |  |  |  |
| Implement Bosses |  |  |  |  |  |  | X | X |  |  |  |  |  |  |  |
| Co-op Multiplayer |  |  |  |  |  |  | X | X | X |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Polish Bugs |  |  |  |  |  |  |  |  |  | X | X | X | X | X |  |
| Advertising Website |  |  |  |  |  |  |  |  |  |  |  |  | X | X |  |