

Primitive Conflict

Simple top-down turn-based strategy game

Team members:

- Oliver Müller
- Patrick Faltas
- Paula Njeru
- Gabriel Wiedermann
- Matus Porubsky

Estimated workload:

Total: 375 h → 75 h/person

Planning: 3 h/person

Learning required skills: 20 h/person

Design: 10 h/person

Documentation: 2 h/person

Developing: 35 h/person

Debugging: 5 h/person

Development tools:

- Unreal Engine 4 (C++)

Project management tools:

- GitHub Desktop
- github.com (Project planning)
- Discord

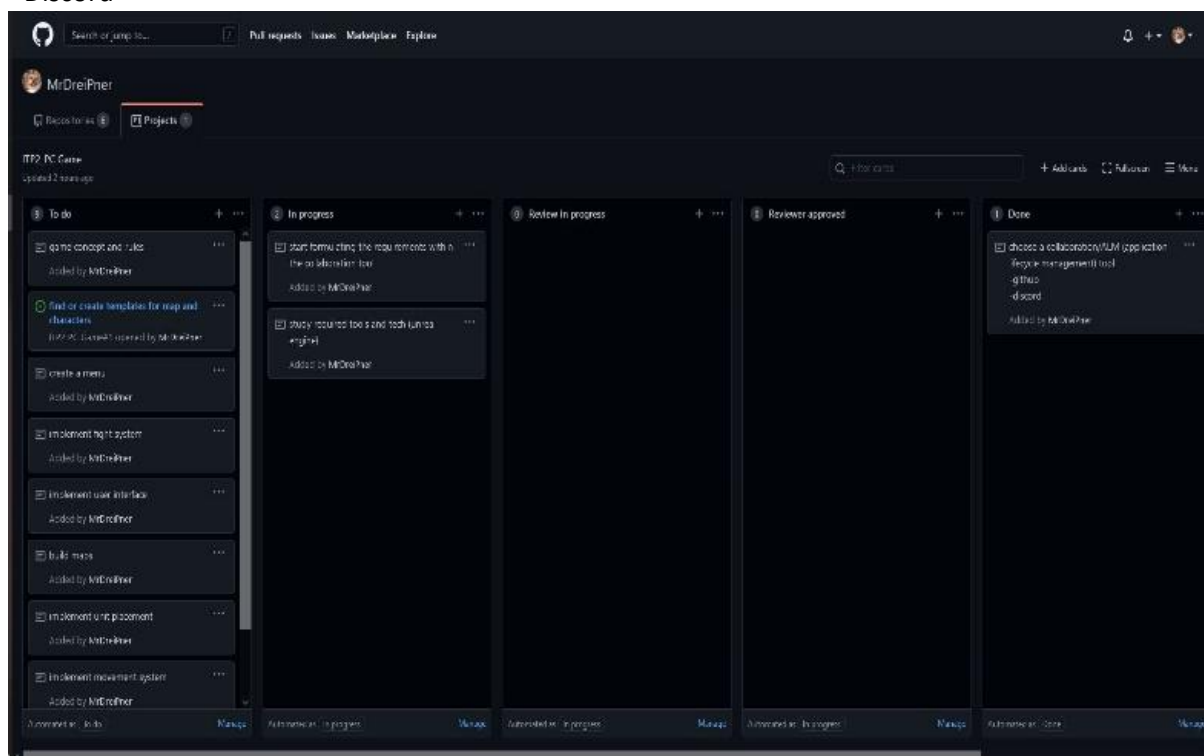



Figure 1.1 - GitHub Project management

 MrDreiPner

Repositories 6

Projects 1

ITP2_PC Game

Updated 28 minutes ago

9 To do

game concept and rules

Added by MrDreiPner

find or create templates for map and characters

ITP2_PC_Game#1 opened by MrDreiPner

create a menu

Added by MrDreiPner

implement fight system

Added by MrDreiPner

implement user interface

Added by MrDreiPner

build maps

Added by MrDreiPner

implement unit placement

Added by MrDreiPner

implement movement system

Added by MrDreiPner

Automated as To do

Manage

2 In progress

start formulating the requirements within the collaboration tool

Added by MrDreiPner

study required tools and tech (unreal engine)

Added by MrDreiPner

Automated as In progress

Manage

Figure 1.2 - GitHub Project management

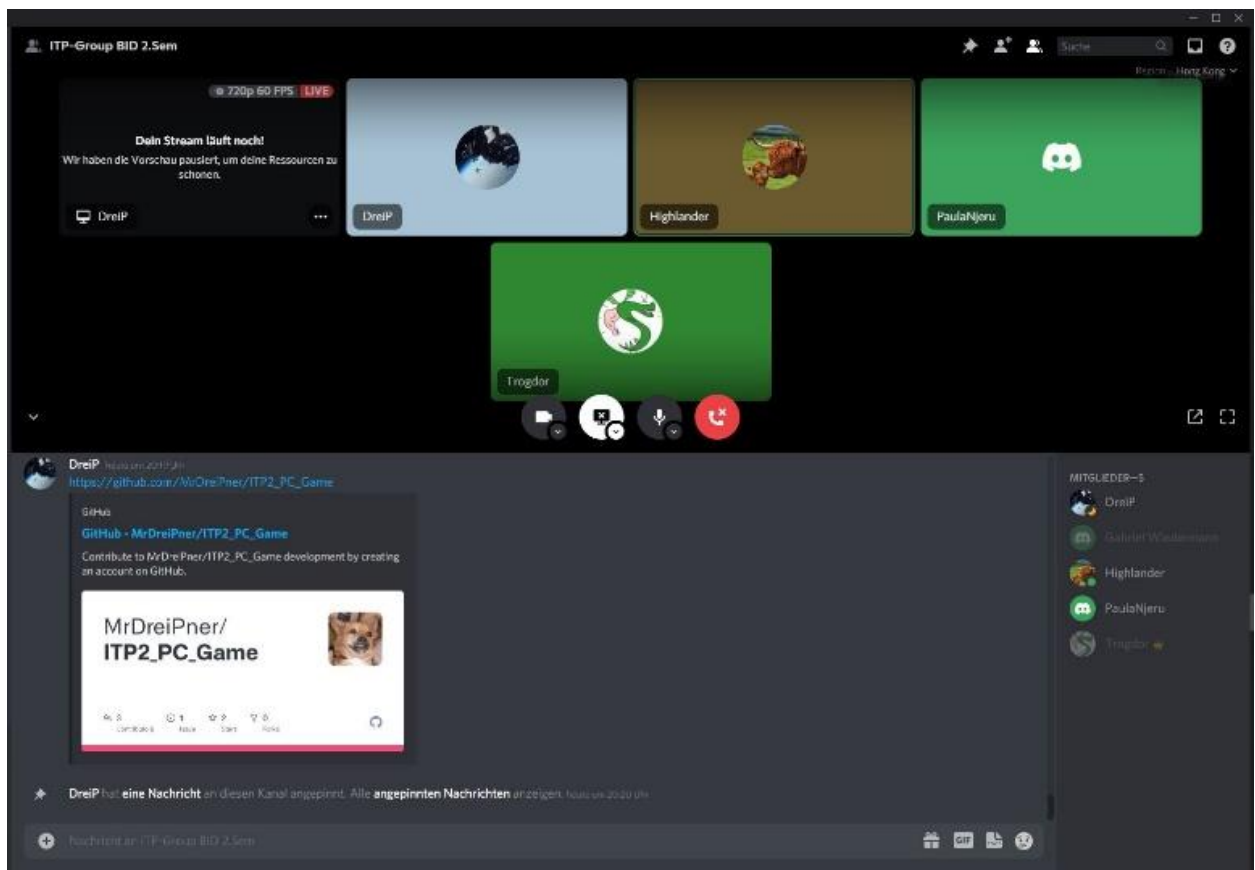


Figure 2 - Discord