

Timeline and Effort Matrix						
Milestone	Task	Task Description	Start Date	End date	Estimated Hours	Member
Identify project scope	1	Research on what is the best real-time dirt simulation technology to use within Unity.	8/24/2020	8/27/2020	5	John
	2	Research how to build a Steam app.	9/3/2020	9/11/2020	2	John
	3	Design Missions (Tutorial and Pond) and their stages in great detail (on paper).	9/28/2020	10/16/2020	5	John
	4	Design free roam terrain and what objects will be present in the map (on paper).	10/12/2020	10/21/2020	3	John
	5	Design basic user interface layout and figure out what icons will be used.	10/20/2020	11/1/2020	2	John
Determine what assets will be used	6	Create a list of what asset will be needed for the project and the cost associated with them (Models, Textures, Icons).	9/1/2020	12/21/2020	13	John
Create working prototype	7	Set up SteamVR in Unity 2020 and get Oculus controls working.	11/15/2020	11/21/2020	3	John
	8	Apply for Steamworks developer	11/15/2020	11/21/2020	2	John
	9	Add steam API: Steamworks.NET and create a build for steam.	11/15/2020	11/21/2020	2	John
	10	Program excavator-like controls and control an excavator model.	11/22/2020	11/28/2020	10	John
	11	Program basic implementation of digging/placing dirt with excavator.	11/29/2020	12/5/2020	7	John
	12	Program grabbing objects with excavator thumb.	12/6/2020	12/12/2020	5	John
	13	Program the falling of trees.	12/13/2020	12/19/2020	5	John
Test first prototype	14	Implement world-space user interface menus (Main menu, Settings, Missions).	12/20/2020	12/26/2020	4	John
	15	Set up basic testing area and get at least one person to test simulator and to document their feedback (ideally on different hardware too).	1/11/2021	1/23/2021	2	John
Clean up and organize project	16	Tweak current systems to accommodate tester's feedback.	1/18/2021	1/27/2021	5	John
	17	Swap out free assets for paid assets (only if necessary).	1/27/2021	2/2/2021	10	John
Implement Missions and Freeroam	18	Create tutorial mission stages (Basic controls, Excavating tutorial, pick/place objects tutorial).	2/2/2021	2/28/2021	20	John
	19	Create pond mission stages (Remove trees, remove large boulders, dig pond, dig covert pipe, cover pipe with dirt, place in riprap).	2/28/2021	3/31/2021	20	John
Add saving/loading of game data	20	Implement save/load of data (Settings, Missions completed, Mission progress, dirt moved, objects moved).	3/24/2021	3/31/2021	7	John
	21	Add three save slots on main menu.	4/1/2021	4/5/2021	2	John
Test final version and make fixes	22	Test simulator and fix bugs that appear.	4/5/2021	4/9/2021	2	John
	23	Have one newer person test simulator and one or more other people test the simulator (Possibly on different hardware).	4/5/2021	4/8/2021	2	John
	24	Preform final tweaks, bug fixes, changes and then test 2 more times.	4/6/2021	4/11/2021	10	John
Deploy app to Steam	25	Publicly release app on steam.	4/9/2021	4/17/2021	7	John