# Task List

[] = Identifier

[T] = Task

[TG] = Game Design

All game design related tasks or subtasks fall under this category.

[TGC] = Character Design

In this game, two players each play as a character in a one versus one battle on a lost space station. The characters and their abilities need to be designed. This task revolves around the following subtasks:

[TGC01] = Character Template

Come up with an Microsoft Excel sheet template to later design characters with. It should be generalized and contain all necessary values and fields for the development team to start creating the ingame class from.

The ouput of this task is said excel sheet and is given tot he developer(s) for review. If they are sure they are going to be able to implement the template, this subtask is successfully completed.

[TGC02] = Character Class A

Requires TGC01.

Develop a unique character class built with the required template. This character should be very basic and only use, yet try include all core mechanics.

Output is an excel sheet containing all of the character’s statistics and abilites. The document is given to the developers for review. If they are sure they are going to be able to implement the template, this subtask is successfully completed.

[TGC03] = Character Class B

Requires TGC01.

Develop a second unique character class built with the required template. This character should push the game mechanics to the limit but not be unrealistic to implement.

Output is an excel sheet containing all of the character’s statistics and abilites. The document is given to the developers for review. If they are sure they are going to be able to implement the template, this subtask is successfully completed.

[TGM] = Game Core

All features of the gameplay need to be defined and properly described. This design describes the concept document in detail and extends it.

[TGM01] = Turn Structure

… TODO …

[TGM02] = Height Shifting

[TGM03] = Score

[TGM04] = Controls

[TGM05] = View

[TGM06] = Game Flow Chart

[TGM07] = Combat

[TGM08] = Story

[TUI] = UI Design

The game’s user interface needs an initial visual design before being implemented into the game.

[TUIMM] = Main Menu

A simple main menu needs to be design that fits the needs of this type of game. Look for comparable games as inspiration. Not all parts of the main menu will be implemented in the prototype.

The output is an image file showing the concept for the main menu.

[TUIL] = Lobby

The game finding process needs an appropriate user interface to guide the player through it. It should be very basic, intuitive and fit the game‘s theme.

The output is an image file showing the concept for the game lobby.

[TUIHUD] = Ingame HUD

All values of the current game and the player character need to be displayed in-game. Some of them might not be visible at all times though. The user interface should let as much space for the actual game as possible, be intuitive and fit the game‘s theme.

The output is an image file showing the concept for the in-game heads-up display.

[TUIO] = Options

The variable options defined in the GDD must be adjustable through a menu visualized in this task.

Output is an image file showing the concept of said option menu.

[TIMPL] = Implementation

Build a prototype of the game, using the output of the subtasks of [TG], [TUI] and [TA].

[TIMPLG] = Game Core

Implement the main features as described in the concept document.

[TIMPLG01] = Grid Structure

There is a square-grid-style playfield for the players to operate on. Dummy characters can be placed on it and could technically move around, taking into account the game’s rules about movement, defined in the GDD.

[TIMPLG02] = Turn Structure

Requires [TGM01].

There are two players, either on one machine or over network. They take turns to perform their actions. Those actions are not to be implemented at this point. Players cannot win yet.

[TIMPLG03] = Basic Actions

Combines the two previous subtasks to enable player movement. This is an ability every player has and it works exactly the same for each of them.

[TIMPLG04] = Character Template

Implement the character template from [TGC01]. Players would technically use abilities now.

[TIMPLG05] = Ingame Hud

Implement the HUD, defined in [TUIHUD].

[TIMPLG06] = Game Termination

Implement the game termination logic and the logic to determine a winner.

[TIMPLG07] = Terrain Shift

Requires [TGM02].

Implement the terrain shifting described in the GDD.

[TIMPLM] = Additional Mechanics

Implemented all additional features developed until this point. There are no definite subtasks for this task yet as not all additional features have been designed.

[TIMPLC] = Characters

Implement the developed Character classes from [TGC]‘s subtasks.

[TIMPLC01] = Character Class A

Implement the first character class, so players could play a simple one versus one game. Players cannot win yet.

[TIMPLA] = Assets

Implement all assets created until this point.

[TC] = Controlling

Contains all tasks for project management.

[TCP] = Project Plan

Create all necessary documents to give a good overview of the project’s workload and schedule.

[TCP01] = Work Breakdown Structure and Tasks

Create a WBS and a related description document.

[TCP02] = Task Scheduling Table

Assign an estimated amount of time to each task and track the actual time needed to finish it. Add notes for optional or critical tasks. Each task is part of a specific milestone. The milestones should be briefly described at the start of the table.

[TCP03] = Task Allocation Table

Create a table which displays who does what.

[TA] = Assets

This section contains all tasks for assets required by this game.

[TAMO] = Character Models

Each character needs a model to represent it in-game.

[TAMO01] = Character Class A

Requires [TGC02].

Create a model for the character class developed in the required design step.

Output is an .fbx file of the character, ready to be imported in unity.

# Task Scheduling Table

**First Milestone:**

A flat field (no additional mechanics) with two players, able to move via A\*, synchronized over UNET.

**Second Milestone:**

Implement the height changes in the field and make sure it works with A\*. Implement Jump and height restrictions. Make sure the terrains does not trap characters.

**Third Milestone:**

Implement first heroes (with abilities). Get the point system implemented. Put in the Lobby. Work on everything else that’s not working yet.

**Fourth Milestone:**

Working Prototype. Last-Build. Turn-In.

# Task Allocation Table