

World of Plenty

Workpackages Version 1.0

Goalstate 01:

Client receives WaresList and Storage for Player 1. Clientside, Player can click on Marketbuilding and UI displays List of Wares in Market and PlayerStorage.

Duration: 1h 14:00

Goalstate lunch:

everyone well nurtured

lunch 14:00-15:00

Goalstate 02:

Client receives BuildingsList of all Buildings on the Map. Clientside, Buildings are being displayed on the map at the correct position. Player can click on a Building on the map and see which Player it belongs to and what are its Inputs and Outputs and if it is working.

Duration: 0:30h 15:40

Goalstate 03:

Clientside, Player can build a new building and position it on the map. Server receives BuildEvent and processes it.

Client Duration: 0:30h 15:20

Server Duration: 0:45h 16:25

Goalstate 04:

Client receives Playerlist. Clientside, a List of Players is being displayed.

Client Duration: 0:15h 15:35

Goalstate 05:

GameLoop starts. Ticks. Buildings are processing wares.

Server Duration: 2:00h 18:25

Goalstate 06:

Market gets updated.

Server Duration: 0:45h 16:25

Goalstate 07:

Players can sell Wares. Prices get adjusted.