Team H-Bomb

“Defiant Worlds” Project Plan

# Milestones:

## Milestone 1:

The first milestone of the project will be to have the main game scenes setup so that features can be added without substantial changes in the future. We would also like to have all art and sound assets available for use. With this done, we can begin work on core features independently with minimal overlap between developers to avoid overwriting errors.

Expected Date for Completion: 11th February

Team Tasks:

Kyle

* General Project setup (Class files created) - Completed
* Initial world scenes - Completed

Sam

* Source game sounds – Completed
* Implement particle class - Completed

Michael

* Initialise space scene – Completed

## Milestone 2:

The second milestone of the project is to have some initial core features implemented into the game. As units are a large part of the game, having the ability to queue and spawn units is an important aspect and so will be focused as a priority. A menu system for the user to traverse and a functioning space scene are both key features and so will be pushed for completion as early as possible. At this stage of the project, having system design documentation will help in identifying key needs of the game to aid development, so they will also be a part of the milestone.

Expected Date for Completion: 25th February

Team Tasks:

Kyle

* Basic menu system. – Completed
* Production building queuing units and building destruction – Completed
* UML State transition diagrams (With Michael) – Completed

Sam

* UML Use Case Descriptions – Completed
* CRC Cards – Completed
* Ground and Air unit spawning – Completed

Michael

* Basic space scene Fleet functionality – Completed
* UML State Transition Diagrams (With Kyle) – Completed

## Milestone 3:

At this stage we believe we are in an advantageous position due to the level of work that has already been completed. We were able to complete all of the tasks set in the previous milestone as well as complete additional work (such as basic user interface and factions to identify units and buildings). From this, we as a group decided that in addition to the work we had planned for this milestone, work was going to be done to optimise and improve work done in previous milestone, saving time at later stages in development.

Now that the main assets were all implemented and key feature implementation to use these assets has been done, we decided that this milestone would be an opportunity to add complexity into the game. This included an economy system that the player would have to manage, as well as starting work on creating an enemy Artificial intelligence for the player to combat. We also discussed key aspects of games of a similar genre (Real Time Strategy) and agreed that work on a User Interface for the player would be beneficial, as a large amount of information will need to be displayed to the player.

Expected Date for Completion: 11th March

Team Tasks:

Kyle

* Player User Interface - Completed
* Enemy AI - Completed
* Basic Economy system - Completed
* Optimising – Completed

Sam

* Configuration Management Plan - Completed
* Ground and Air Unit Selection – Completed
* Ground and Air Unit Path finding and movement – Completed
* Production building selection sounds – Completed

Michael

* Improving space scene functionality - Completed
* Implement space fighting tactics – Completed
* Implement player population system – Completed
* Implement space-related buttons to UI – Completed

## Milestone 4:

Once we had a large amount of the critical features implemented, we decided that the next focus is on the development of testing plans for the project. The group also agreed that, with a lot of player interactive features completed that a focus should be put on the “look” and aesthetic of the project. As such we decided that ensuring that making gameplay simpler to follow and more visually appealing was going to be a priority during this milestone.

Expected Date for Completion: 25th March

Kyle

* Player news ticker – Completed
* Settings screen – Completed
* Faction-based unit skins – Completed
* Test Scripts (With Michael) – Completed

Sam

* Optimise unit movement and targeting – Completed
* Test stubs creation and descriptions – Completed
* Unit and Integration Testing – Completed

Michael

* Space scene movement – Completed
* Test Scripts (With Kyle) – Completed
* Implement player base walls – Completed
* Improve space scene combat aesthetic – Completed

## Milestone 5:

At this stage of the project, we decided that a large portion of key features have been implemented at that the main focus for the rest of the project was to ensure that current features were optimised, bugs were fixed and the project made “prettier” and more aesthetic. As such this milestone will run close to the finishing date of the project, with a small amount of time devoted to any last minute changes that might need to be done.

Expected Date for completion: 25nd April

Kyle

* Game Loading/Saving - Completed
* Complete user Interface overhaul - Completed
* Project wide Optimisation – In progress
* New game starting settings - Completed

Sam

* Particle system improvement - Completed
* Conduct testing and record results – In progress
* Automatic unit targeting - Completed

Michael

* Space scene aesthetic -- Completed
* Sending world units into space - Completed
* Landing winning fleet’s units onto enemy planet - Completed
* Extra space scene playability - Completed