Atrius Road Map for Fall Quarter

10/4/22

Software Engineering I

1. Create the game map
   1. Grid for structure placement
   2. Decide on random generation or set map
   3. Create 3 layers (Sky, Ground 1,2, Ocean) some changes to the terrain to differentiate between the 3
2. Begin work on the start menu
   1. Doesn’t require a ton of detail but just enough to create the feel of a video game
3. Create 2-5 different structures that the player can place on the map
   1. Doesn’t have to do anything, but may want to have an idea of what we want to do with just those or all structures
   2. Have basic modeling for the buildings (Not perfect, but enough to show where we want to go)
4. Begin basic modeling of the base unit and placing them on the map (Extra Thing only if we have time or someone finishes their parts early should we work on this)