

Team Nautilus

# The Shipwreck Protocol





TL1	Kenny	Bosses
TL2	Sam	Level Design & Puzzle
TL3	Davin	UI
TL4	Shawn	Items & Audio
TL5	Alice	Enemies & Art
TL6	Ben	Input & Movement





	Kenny TL1	estimate	spent		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1	Boss superclass design	2	3	Complete																	
2	Water-Boss subclass design	1	1	Complete			1														
3	Land-Boss subclass design	1	1	Complete			1														
4	Boss superclass implementation	6	5	Complete			1														
5	Water-Boss subclass implementation	4		This Week									4								
6	Land-Boss subclass implementation	4		This Week									4								
7	Testing	5		planned													5,6				
8	Documentation	2		Complete				2,3													
9	Sprites/Animation	4		This Week									4								
	totals	29	10																		





Kenny		
Item	Complete	Notes
Gantt Chart (Finished or close)		
Test Plan (30+ Tests)		
Prefab w/ Documentation	$\checkmark$	Boss
Dynamic Binding	$\checkmark$	State functions
Copyright Violation	$\checkmark$	Fireball Sprite
Pattern (one big or two small)		State machine





	Sam TL2	estimate	spent	1	2	3	4 5	6	7	8	9 1	.0 11	12	13	14	15 1	6 17	18	19	20	21 22	23	24	25	26 2	7 28	29	30	31	32	33 34	35	36
1	Requirements Collection	5	5 Complete																														
2	Screen Design	6	6 Complete																														
3	Report Design	6	6 Complete																														
4	Database Construction	2	2 Complete																														
5	User Documentation	6	6 Complete																														
6	Programming	5	Complete																														
7	Testing	3	This Wee																														
8	Installation	1	This Wee	:																													
	totals	34	25																														





Item  Gantt Chart (Finished or close)  Test Plan (30+ Tests)  Prefab w/ Documentation  Dynamic Binding  Copyright Violation		
Item	Complete	Notes
Gantt Chart (Finished or close)	~	
Test Plan (30+ Tests)		
Prefab w/ Documentation	$\checkmark$	
Dynamic Binding	$\checkmark$	
Copyright Violation	$\checkmark$	
Pattern (one big or two small)	$\checkmark$	

#### Gantt - Davin TL 3



	Davin TL3	estimate	spen	t	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	Prototype Pause Menu	2		2 complete																
2	Prototype Main Menu	2		2 complete																
3	Observer/Subject Scripting	2		2 complete																
4	HealthUI Prototype	3		3 complete		3														
5	Update HealthUI Visual	1		1 complete					4											
6	Update Menu Visuals	4		4 complete		1,7	2													
7	Ammo HUD	3		3 complete		3														
8	Initial Test Plan	3		3 complete					1,	2,3,4	4									
9	More testing	3		3 complete									8,7							
10	Shop/Item Upgrade Changes to HUD	3		0 scrapped					1,	2,4					- 2					
11	Saving/Loading	2		0 scrapped																
12	Settings Menu	4		4 this week		1,2	2													
13	Even More Testing	6		6 complete					İ	27					9,10	,11				
14	BCMode	1		1 complete																
	totals	39	3	4																





Gantt Chart (Finished or close) Test Plan (30+ Tests) Prefab w/ Documentation Dynamic Binding Copyright Violation		
Item	Complete	Notes
Gantt Chart (Finished or close)	~	
Test Plan (30+ Tests)	$\checkmark$	
Prefab w/ Documentation	$\checkmark$	Settings Menu
Dynamic Binding	$\checkmark$	Menu Sliders
Copyright Violation	$\checkmark$	Title Screen
Pattern (one big or two small)	<b>V</b>	Observer





	Shawn TL4	estimate	spent		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	Art Decisions	2	2	complete	_																	
2	Collectables Programming	5	5	complete			1															
3	Collectables Testing	2	2	complete								2										
4	Item Programming	2		this week								3										
5	Weapon Item Programming	1		this week										4								
6	Item Testing	2		planned												5						
7	Pick Music/SoundFX	3	1	this week	6																	
8	Create Audio Manager	4	3	this week	7																	
9	Subclass/super-class and dynamic binding impleme	5		this week										8								
10	Testing	5		planned												9						
11	Documentation	2		planned																	10	
	totals	33	13																			





Prefab w/ Documentation  Dynamic Binding  Copyright Violation		
Item	Complete	Notes
Gantt Chart (Finished or close) Test Plan (30+ Tests) Prefab w/ Documentation Dynamic Binding		
Test Plan (30+ Tests)		
Prefab w/ Documentation		
Dynamic Binding		
Copyright Violation		
Santt Chart (Finished or close) est Plan (30+ Tests) refab w/ Documentation synamic Binding copyright Violation		





	Alice TL5	estimate	spent		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	2
1	Overall game design and vision created	2	1	Complete																						
2	designing and planning enemy interactions	2	1			1																				
3	superclass, BaseBehaviour, BehaviorFactory implem	6	6	Complete				1,2																		
4	enemy idle behavior implementation	1	1	Complete										3												
5	enemy attack behavior	1	1	Complete										3												
6	connecting enemy attacks to impact on player healt	2		Complete																						
7	subclasses implementaion	4		Complete																						
8	Adding AI Pathfinding implementation for some end	4		This week														1	7							
9	drawing and implementing animations for enemies	3	1	Complete	(idle									8					(sub	class	ani					
10	drawing run, swim, shooting animations for player	2	2	Complete	(idle										(atta	ack)			(swi	m, ru	ın, d					
11	drawing idle, attack, death for boss	2		Complete	(idle									-												
12	drawing room backgrounds	2		Complete	1																			52		
13	testing	3		This week																			14			
14	Installation	1		This week																						1
	totals	35	13	8																						





Alice		
Item	Complete	Notes
Gantt Chart (Finished or close)	<b>~</b>	
Test Plan (30+ Tests)		
Prefab w/ Documentation	$\checkmark$	Enemy
Dynamic Binding	$\checkmark$	State functions
Copyright Violation	$\checkmark$	Logo
Pattern (one big or two small)	~	State

#### Gantt - Ben TL 6



	Ben TL6	estimate	spent		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
1	Devise good control layout	1	1	complete -	•																							
2	Create PlayerInput class	2	2	complete		1																						
3	Create player state machine + movement states	8	8	complete				2																				
4	Create placeholder animations	2	1	complete												3												
5	Create attack state and animations	1	2	complete													4											
6	Create player attacking functionality	3	2	complete															5									
7	Create bullet object pooling	2	1	complete														100			6							
8	Create water effects	2	3	complete												3												
9	Add controller support	5	1	complete																		7						
10	Integrate attacking with different weapons	4		planned																	6							
11	Add mobile (touchscreen) support	10	1	complete																			9					
12	Get Android builds working	5	2	complete																				11				
13	Add rest of Alice's animations	1	1	complete															5									
14	Added player Drowning	1	1																		6							
15	Added die effect	1	1																			14						
16	Add rest of tests	2	3	complete																						12		
17	Add a copyright violation	2	1	complete																						12		
18	Add documentation	2	2	complete																						12		
	totals	54	33																									





Ben		
Item	Complete	Notes
Gantt Chart (Finished or close)	$\checkmark$	
Test Plan (30+ Tests)	$\checkmark$	
Prefab w/ Documentation	$\checkmark$	Player
Dynamic Binding	$\checkmark$	State functions
Copyright Violation	$\checkmark$	Attack Icon (mobile)
Pattern (one big or two small)	$\checkmark$	State







### Areas of Improvement

- Level Design
  - Puzzles
  - Difficulty
  - Distinct areas
- o Items
  - Player upgrades
- Enemies / Bosses
  - More variety





## Team Nautilus

# Questions?