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| |  | | --- | | Link to our Trello board: <https://tinyurl.com/yc4hcvsy> | | Organization We will be using Trello, Slack, and Github to help simplify our goals, see who worked on what, and communicate in a more effective way. Repository The one managing the GitHub repository will be Tyler, everyone else will fork off of his branch.  Link to the repository: <https://tinyurl.com/29zvhumd>documentation We plan on documenting this all on Word, in comments in the code, and (possibly) paper.  It will have a README to help those figure out how to run our Godot program. PHases We believe we shall have 4 stages: A learning step, exoskeleton step, polishing step, and the final skeleton step (adding the new maps, enemies, characters, and some more polishing) | | |  | | --- | | ObjectiveWe want to provide everyone with a fun game, Virtual Days, they can play for hours while teaching them about types of viruses and learning new skills ourselves.Supplies We should only need the lab computers, Godot, Fiverr, and, of course, some juice! | |  | | Timetable  |  |  | | --- | --- | | April 12th | Finish Charter and detailed plan | | April 12th | Learn some Godot | | April 22nd | Start working on project | | April 29th | Near done exoskeleton | | May 6th | Finish the exoskeleton | | May 13th | Add characters, enemies, random enemy events | | May 20th | Plot development, level designs, final boss | | May 27th | Finish polishing as much as possible | | |