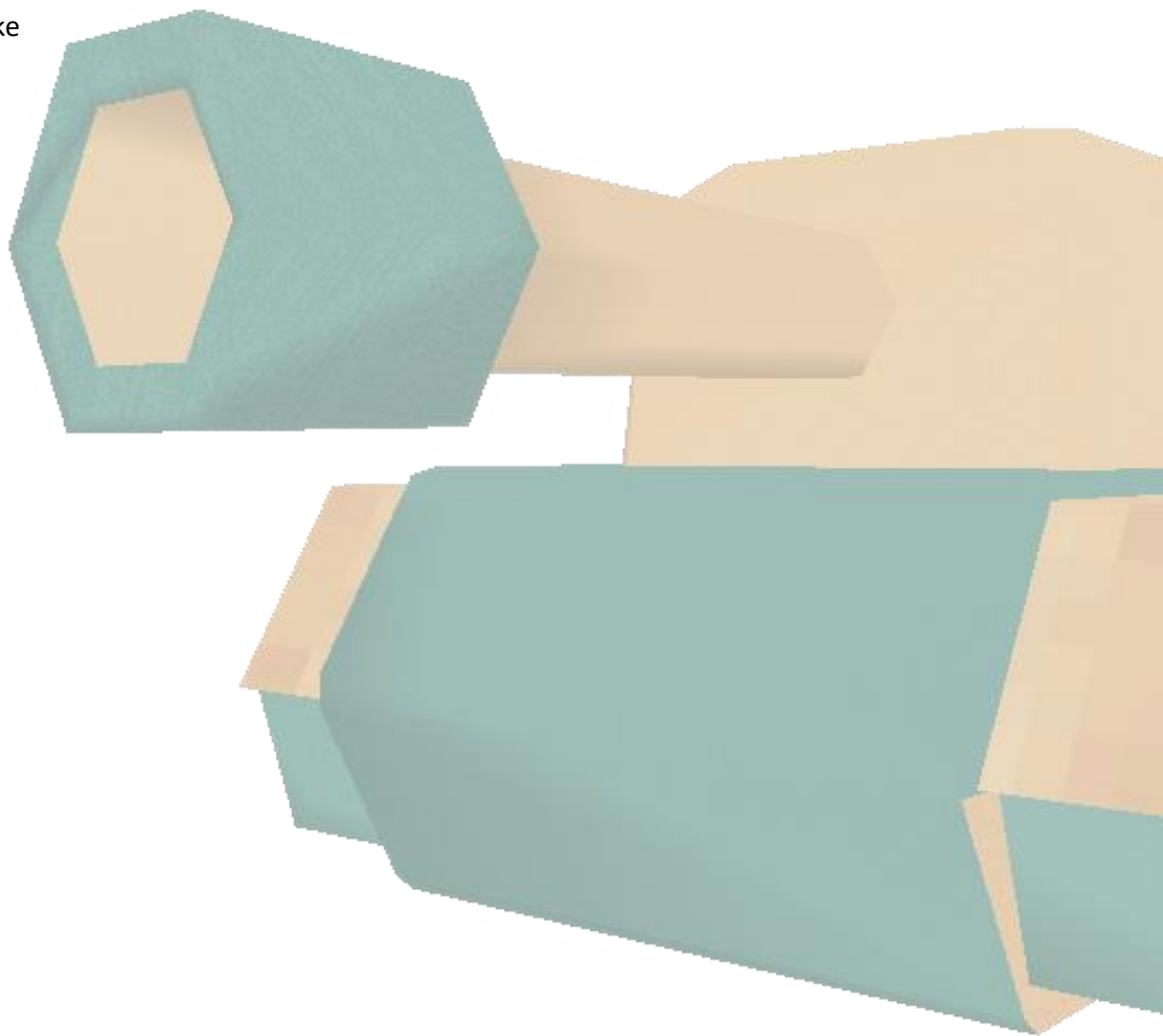


Project plan.

MyBuasIntake

Tygo Boons.



planning

These pages will contain the planning of this project. This planning was made at the end of week 2.

Week 1

- Finish Debriefing.
- Start working on Project Design.

Week 2

- Finish Project Design version 1.
 - Ask and process feedback.
- Finish Project Plan Version 1
 - Ask and process feedback.
- Find game assets for the POC.

Week 3

- Finish Project Design version 2 with processed feedback.
- Finish Project Plan Version 2 with processed feedback.
- Finish POC version 1.
 - Includes 3D rendering.
 - Includes a textured tank that can move around with WASD.

Week 4

- Build out engine components
 - Finish 3D rendering.
 - Finish ECS (Entity component system)
 - Finish texture atlas system. (Already mostly done)
 - Finish color reference mapping. (Already mostly done)
 - Finish input system. (Already mostly done)

Week 5

- Build out engine components.
 - Finish AABB Collisions.
 - Finish scene instancing.
- Run-Out time.

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Week 6

- Finish all Must Have engine components.
 - Must be able to render 3D scenes with collision.
- Build out gameplay components.
 - Player tank movement.
 - Player tank gun rotation.
 - Player tank shooting.
 - Bullet Type 1 and type 2.
- Finish Prototype 1
 - Includes fully controllable tank.
 - Includes shooting.
 - Includes fully worked out 3D rendering.

Week 7

- Build out gameplay components.
 - Build wall instance.
 - Build environment.
 - Create tank AI.

Week 8

- Finish gameplay components.
- Run-Out time.
- Playtest
- Polish

Monday Jan-9th & Tuesday jan-10th

- Playtest
- Polish

