

# 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 POC Version 2.
  - 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-9<sup>th</sup> & Tuesday jan-10<sup>th</sup>

- Playtest
- Polish

