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.

**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-9th & Tuesday jan-10th**

* Playtest
* Polish