

IADE

# Winner Takes It All

Production Plan



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Week	Task	Domain	Responsible	Time needed
<b>Week 1</b>				
04 - 10.10	Finish GDD and make presentation	Game design	Vasco and Tomasz	3 days
	Setup Unreal Project, create basic level with boxes	Game design	Tomasz	1 day

<b>Week 2</b>				
11 - 17.10	Learning Unreal Engine and C++		Vasco and Tomasz	Week

<b>Week 3</b>				
18 - 24.10	Learning Unreal Engine and C++		Vasco and Tomasz	Week

<b>Week 4</b>				
25 - 31.10	Learning Unreal Engine and C++	Combat	Vasco and Tomasz	3 days
	Camera Manager	Camera	Vasco	1 day
	Gamestate logic	Game design	Vasco	3 days
	Level obstacle	Level Design	Tomasz	1 day
	Collecting Loot	Level Design	Tomasz	1 day
	Game UI	UI	Tomasz	1 day

<b>Week 5</b>				
1 - 7.11	Clicking on a player and retrieving information	Player	Vasco	1 day
	Attack Menu UI spawning	UI	Vasco	1 day
	Game State replication	Networking	Vasco	1 days
	Tiles and movement logic	Movement	Tomasz	3 days
	Learning Unreal Engine and C++		Vasco and Tomasz	3 days

<b>Week 6</b>				
<u>8 - 14.11</u>	Player only moving in movement phase	Game design	Vasco	2 days
	Stamina logic	Game design	Vasco	1 day
	Stamina replication	Game design	Vasco	1 day
	Tiles and movement logic	Movement	Tomasz	3 days

<b>Week 7</b>				
15.11 - 21.11	Attack Manager Logic	Level Design	Vasco	3 days
	Attack Manager replication	Networking	Vasco	3 days
	Inventory	Game design	Tomasz	7 days

Week 8				
22-28.11	Attack Manager Replication	Player	Vasco	1 days
	Deliverables	Documentation	Vasco	1 day
	Weapons	Game Design	Tomasz	1 day
	Inventory	Game design	Tomasz	2 days
	Player Death	Game design	TBD	1 day
	Character and animation	Visual	TBD	1 day

Week 9				
29.11 - 5.12	Fog of war	Game design	TBD	1 week
	Finish Attack Manager Logic	Game design	TBD	3 days
	Menus	UI	TBD	3 days

Week 10				
6 - 12.12	Win condition	Game design	TBD	1 days
	Inventory UI	UI	TBD	3 days
	Treasure with random weapons	Game design	TBD	3 days
	Traps	Game design	TBD	3 days

Week 11				
13 - 19.12	Matchmaking	Networking	TBD	1 week
	Adding models and VFX	Animation/models	TBD	1 week

Week 12				
20 - 26.12	Health Potions	Game design	TBD	2 days
	Different Player Colors	Game design	TBD	2 days
	Improve all UIs	UI	TBD	4 days

Week 13				
27.12 - 02.01	Testing, Bugfixes, Additional scope if possible	Refinement	TBD	5 days

Week 14				
03 - 09.12	Fianal presentation prep, refinements, bug fixes	Refinement	TBD	4 days