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|  |  | **Minho Chae(BSGD)**  **PRODUCER** | **Wonyong Lee(RTIS)**  **ARCHITECTURE** |
| **December** | **After Final** | **Modifying animation method**  change animation method to cut sprite  sheet not only the x-axis but also to the y-axis. | **Redeem main algorithms.**  From now on, the main algorithms  isn't so good (optimized) |
| **January** | **Week 1** | **Modifying Data-driven method**  change Data-driven to read and write any type of information. | **Optimizing initialize steps** when step levels to level, the main algorithms  should be similar like **'Object pool'** |
| **Week 2** | **Designing playable character**  Making character which has unique design. | **Segmentation of game character**  (player, enemy) classes, **envision**  **the village and shops** algorithms. |
| **Week 3** | **Making special skill of designed**  **character**  Making unique skill which goes well with  the designed character. | Start working on **implement village and**  **shops** (also money), **re-make health**  **bar UI and selected cards** (over player head) |
| **Week 4** | **Realizing character as code**  Create algorithms needed to implement  designed character | **Trim & optimizing algorithms**, envision  new enemies, players and achivements that stands for unlock new characters. |
| **February** | **Week 1** | **Making Items**  Making various items which can effect the  game play. | **Working on implementing new stages and**  **characters,** it is must important & hard works  during the vacations. |
| **Week 2** | **Realizing items as code**  Create algorithms needed to implement items | **Still adding new stages and new characters**, it does not accomplished in one week. Also, **applying game items into the game**. |
| **Week 3** | **Designing bosses**  Making bosses which has unique design and skill. | **Still adding new stages and new characters, help teammates** to implement bosses, **optimizing previous works** for bug-free. |
| **Week 4** | **Realizing bosses as code**  Create algorithms needed to implement designed bosses | **Trim the animations**, it parts of the **pollishing,** adding more attack, defence and special effects  it makes game more pollished. |

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|  |  | **Inyeong Han(RTIS)**  **TEST MANAGER** | **Junseok Yang(RTIS)**  **GRAPHICS** |
| **December** | **After Final** | **Play test in real world**  not in computer, find what we need more **Adjust battle difficulty** players felt that it is not need to use defense than attack | **To tidy up Graphics engine.**  **Graphics part function simplify.** |
| **January** | **Week 1** | **Discuss about what we make playable characters, enemies, and bosses.**  **determine special skill**  **Drawing new characters** | **Adding Font**  **study the sprite base font**  **set up advanced new GL base engine** |
| **Week 2** | **Designing playable character**  Making character which has unique  design. | **Adding Font**  **Texture coordinate size of the upper and lower case letters.**  **set up advanced new GL base engine** |
| **Week 3** | **Making special skill of designed**  **character**  Making unique skill which goes well with the designed character. | **Adding Font**  **using korean support.**  **set up advanced new GL base engine** |
| **Week 4** | **Realizing character as code**  Create algorithms needed to implement designed character  **Drawing chracter's acteffect** | **Adding Font**  **using any text support.**  **set up advanced new GL base engine** |
| **February** | **Week 1** | **Making Weapons**  Making various weapons which can effect the game play.  **Drawing items** | **Adding sprite particle**  **study the sprite base particle.**  **set up advanced new GL base engine** |
| **Week 2** | **Realizing weapons as code**  Create algorithms needed to implement weapons  **Drawing weapons** | **Adding sprite particle**  **make the basic game prticle.**  **set up advanced new GL base engine** |
| **Week 3** | **Designing bosses**  Making bosses which has unique design and skill.  **Drawing bosses.** | **Adding sprite particle**  **make the spawn function.**  **set up advanced new GL base engine** |
| **Week 4** | **Realizing bosses as code**  Create algorithms needed to implement designed bosses  **Drawing boss's act effect.** | **Adding sprite particle**  **Apply to the particle speed.**  **set up advanced new GL base engine** |