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Class: CIS-4520

Due: Sep 13, 2020

Project Milestones:

- Sept 13, 2020 - Sept 20, 2020
    - Any necessary tutorials must be completed at this time. Project development begins the following week. .
    - To elaborate, teammates must familiarize themselves with the essential and relevant knowledge required for their chosen tasks. For instance, coders must familiarize themselves with C# scripting within the Unity Engine, while any visual developers must learn how to create and implement sprites.
- Sept 20, 2020 - Sept 27, 2020
    - Create a very basic menu with the ability to start a regular checkers game. If the menu gets done early, begin working on art for the board and pieces or the UI.
    - Create the board with interactive spaces as well as interactive pieces.
        - This means that the most fundamental parts of the game should be finished first - a menu for the player to navigate to different parts of the program (such as the actual game, or the options menu) and the game's main components.
    - Everything started here should hopefully be finished in the coming week. Concept ideation and any deliberations about the overall aesthetic should be settled here.
- Sept 27, 2020 - Oct 4 2020
    - Create a system for having two different types of checkers, controlled by two separate players.
    - Create the capture mechanic and the king mechanic.
    - Finish a basic UI that will be able to say whose turn it is once the turns are implemented properly, and the ability to open an in-game options menu.

- ○ For the UI, some text that says "black's turn" and "red's turn" should suffice. Then teammates can implement the code to have it switch whenever player control control switches.
- Oct 4, 2020 - Oct 11, 2020
  - ○ Bring parts together to have a working checkers game, and the ability to select it as an option in the main menu and have the game begin
  - ○ Have the option for a covid checkers game. It will not start a covid checkers game yet, but the option will exist when the mode is done. A standard game can work as a placeholder with changes being added incrementally.
  - ○ When the checkers game is fully implemented and working properly, development of the covid checkers mode can begin immediately.
- Oct 11, 2020 (or sooner) - Oct. 18 2020
  - ○ Very basic AI to control covid checkers
  - ○ System to have checkers randomly become covid checkers
  - ○ Separate art for the covid checkers and, if there's enough time, an animation for when a checker becomes a covid checker
- Oct 18, 2020 - Oct 25, 2020
  - ○ Bring the parts together to make a working covid checkers game mode and have it be its own separate option in the menu.
- Oct 25, 2020 - Nov 1, 2020
  - ○ Polish up the game and add some last minutes details. If not done already, teammates should be able to implement the art for the board, the pieces, the menu, the ui, and any animations (which would be kinging, winning and losing, capturing and checkers turning into covid checkers, among any others we can think of)
  - ○ Make sure both game modes work properly
  - ○ Add difficulty levels for AI
  - ○ Change covid spawn frequencies

- Nov 1, 2020 - Nov 13, 2020
  - This accounts for two extra weeks to get things done if something takes longer than expected. In this time, we can conduct additional playtests, add more visual eye candy, add more settings and modifiers to the game, or make a new game mode if we think we have the time. (Most likely we won't, but we could if we're ahead of schedule.)
  - One example of something that would occur here or a week earlier (if there is adequate time) would be any animated intros for regular pieces and visual elements. The absolute earliest time for actual animation is October 11 - fundamentals first.