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| --- | --- | --- |
| Considerations when planning timetable | Avoid or reason | Example and explain: |
| Timetable task must be measurable | People can done things and the same level | A person came and tell you I want you to make a happy game.  So then we can ask ourself some questions:   1. What is happy? 2. When something makes me happy does that mean other people will fell happy too.   Measure is something …….  so what we can do |
| Instead of put the task into big name put it into small parts eg: finish AI path finding. Inside actually you would need to do research , try the code , | Avoid miss out task. | Task:  Finish AI  So in AI these are the following task we need to do:  Research path finding  Implenation pathfinding  Implentation AI movment  Implentation behavior Tree  Create .h .cpp files  …..  If you just write finish AI maybe it will be easily to miss out some task. |
| Make time for breaks |  |  |
| Take some time to make it pretty | It should be colored in and neat, so that it won't be shaming to look at. Make it look appealing. | Example :  Which one is easily to look at |
| Set realistic and achievable study goals | To make sure you can do it in time |  |

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| --- | --- |
| The problem | Solution/avoid |
| A design doc |  |
| A tec doc |  |
| A test case doc |  |
| Post modern |  |

|  |  |
| --- | --- |
| The problem | solution |
| Bugs limit |  |

|  |  |
| --- | --- |
| A person research doing AI |  |
| A person doing environment |  |
| A person who does player |  |
| A player who does the building |  |
| A person doing UI |  |
| A person who does menu |  |
| A folder structure |  |
| A file format. so we can find thing fast |  |
| Bugs for the engine |  |

|  |  |
| --- | --- |
| The problem | solution |
| Poly count |  |

|  |  |
| --- | --- |
| Game Type | create a based strategy game that makes use og augmented reality to blend the lines between traditional strategy games like Chess and Go , with digital counter parts like Advanced Wares and Final Fantasy Tactics |
| Targeting Platform | Sony’s PlayStation Vita |
| Game style | n/a |
| Budget | n/a |
| Reference | So we know how does the game look like in the end |

1. Sitting around
2. The Three still work on 4.2 and I will take the things from 4.2 to 4.3
3. I will work on the behavior tree
4. ON Tuesday or Monday we will build both 4.2 and 4.3 if at that day
   1. works 4.3 dosen’t 4.2
   2. works 4.2 dosen’t 4.3

both works then 4.3.

## Keyword search

“"Make time for breaks" AND "schedule" OR "timetable"”

“Timetable” AND “measurable”

“Schedule” AND “measurable”