Group: **Better Than Bots**

Dr. Na

CMPSC 488

February 6, 2017

Project Schedule

**Week 1 Feb. 1-8**  
Settings Screen (sound/music volume, fullscreen, resolution, key rebinding, etc.)  
Character Select Screen  
New Character Overlay  
Credits Screen  
Game Screen  
  
Goals:  
Transitions between all screens.  
Placeholders for things on screens.  
Game Screen is just an empty world.  
Aspect Ratio/Resolution Independence  
  
**Week 2 Feb. 8-15**

Hardcoded world  
Create Character (basics)  
Character (basics)  
Item base class  
Enemy base class  
Terrain base class   
  
**Week 3 Feb. 15-22**  
Town

Walls

Start Inventory

Finish New Character Overlay

Some of the HUD (items + hp)

Starting items / enemies / terrain  
  
**Week 4 Feb. 22 - March 1 Finish Product Description by Feb. 24!**

More items / enemies / terrain

Item pickup overlay/name

Item tooltip

Finish Inventory

Loadouts

Inventory Overlay

**Week 5 Spring Break(2 weeks) March 1-15\_\_**

Game over screen

Basic Saving

Escape Overlay

Transition between worlds / Go to a new world / World size

Basic Bosses

More items / enemies / terrain

Sfx + Music

**Week 6 March 15-22**

Finish items / enemies / terrain

**Week 7 March 22-29**

Randomizing (World Generation etc)

**Week 8 March 29 - April 5**

Actual Saving / Database

Statistics

Randomizing

**Week 9 April 5-12**

Winning Temple/Go to new world

Balancing/Polishing/Bonus(Personal Best Overlay, Controller Support, Screen Shake, Lighting, Key rebinding, etc.)

**Week 10 April 12-19 Last Code Week**

Balancing/Polishing/Bonus(Personal Best Overlay, Controller Support, Screen Shake, Lighting, Key rebinding, etc.)

**Week 11 April 19-26 Website**

Make game video + Website

~~Title Screen  
Settings Screen  
Character Select Screen  
New Character Overlay  
Credits Screen~~  
  
~~Aspect Ratio/Resolution Independence  
(handle views)  
  
Game Screen  
Inventory  
Inventory Overlay~~  
 ~~Item base class  
Enemy base class  
  
Character~~  
  
~~Terrain/Walls~~  
  
~~Local Database/Settings/Saving  
Implement Statistics~~  
~~Loadouts~~  
  
~~HUD(hotbar, hp~~, map, etc)  
  
~~World Generation hardcoded~~  
~~Town  
Transition between levels/Worlds~~  
~~(Organize Game Levels)~~  
~~(Balancing)~~  
~~Gameover~~  
~~Winning Temple  
Go to new world~~  
  
Implement many items  
 -Weapons  
 -Buffs  
 -Passives  
 -etc  
Implement many enemies  
 -Movement  
 -Choose Weapons  
 -Choose Items  
 -Other Behavior  
~~Implement Bosses~~  
  
~~Item Pickup Overlay~~  
  
~~Escape Overlay~~  
  
~~(hard)World Generation randomized~~----------------------------  
~~Bonus  
Personal Best Overlay  
Controller Support  
Screen Shake  
Lighting~~

~~KeyRebinding~~