

Aug/September 2014	April/May 2015	June/July/Aug 2015	
<b>Engine Demo</b> Particle gen Material Properties Player controls Geometry Generator Terrain from heightmap Parameter tuning Code Repository Resolidification	<b>Engine Refinents</b> Project Plan Documentation Concept artwork Functional Menu/UI/Hud Bonded Particle System Subsystems 3 plane 3D Performance Optimization Better fracture criterion Pressure calculation Pseudo-Aerodynamics Game element prep Code consolidation	<b>Game Elements</b> Mission Creator? AI Artwork Effects Sprite on geometry Menu/UI In game UI/HUD Sound design Music Scripted events Preplay situations	<b>Playable Prototype</b> 1 level? 1-3 enemy? 1-2 weapons? Boss? Intro cinematic Sound effects Characters? Basic plot Bad guy(s) Fun? Good Name

Completed

In progress

Have a plan

Optimistic

Unexplored territory

“Crusader/XN Squadron” Project Roadmap V1

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