MAGMA
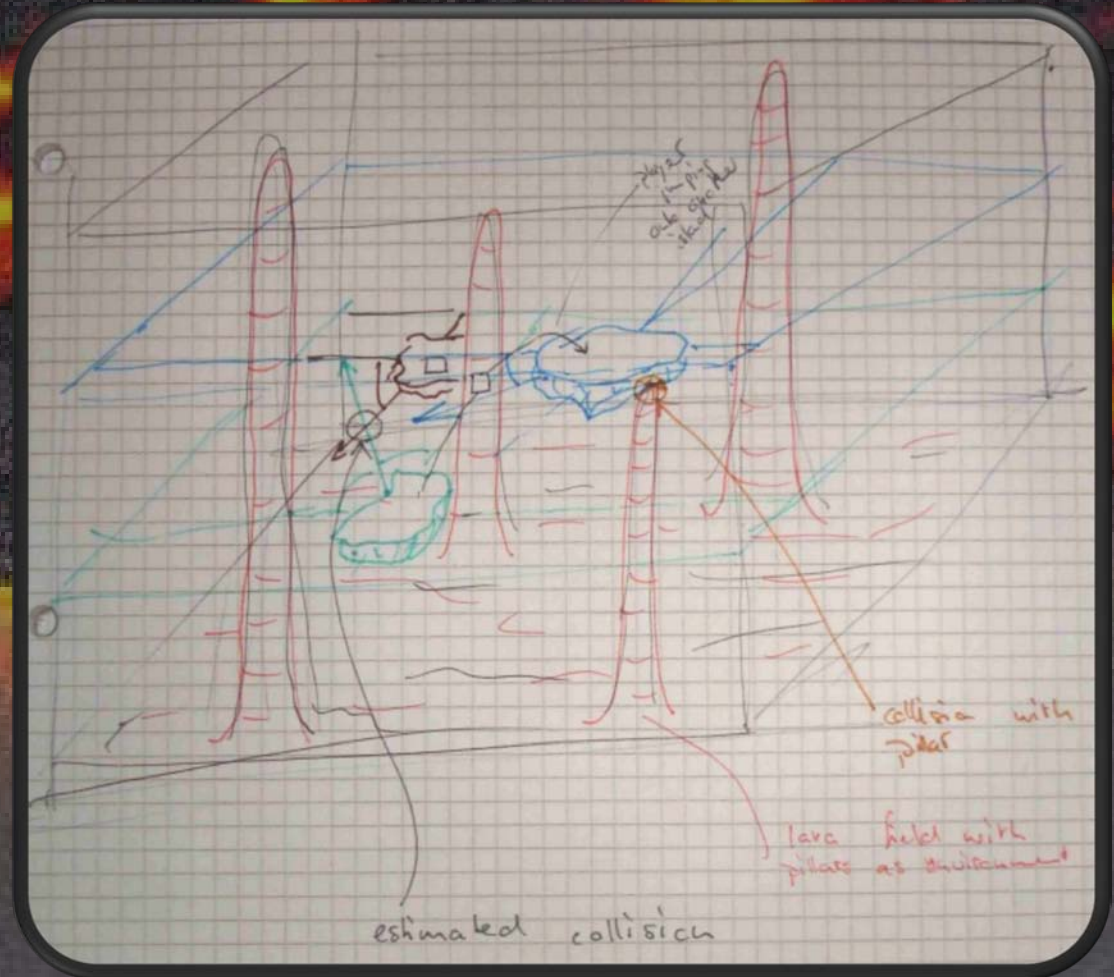
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Game Description

- Lava
- Pillars
- Hovering Islands
- Players can move between islands
- Players can fight each other

Game Strengths

- Easily observable environment (one screen)
- Various methods of interactions (direct combat, melee, islands moving)
- Living environment (running lava)

Technical Items

- Running lava
- Colliding islands

Tools

- XNA

Development Schedule

ID	Milestone	Description	Due Date
MS01	Prototype Chapter Written	With this milestone the prototype chapter must have been written and added to the game notebook. Everyone in the team should also have installed and experimented with XNA in order to be ready for development.	March 16, 5pm
MS02	Functional Minimum	With this milestone the functional minimum must be implemented, working and tested.	March 23, 12pm
MS03	Interim Report Written	With this milestone the chapter with the interim report must have been written and added to the game notebook.	April 6, 5pm
MS04	Low Target	With this milestone the low target shall be hit.	April 13, 12pm
MS05	Desirable Target	With this milestone the team must have fulfilled the requirements for the desirable target. The prototype must be tested and in presentable order since it is needed for play testing in the week after.	May 4, 12pm
MS06	Play test Chapter Written	With this milestone the play test chapter must have been written and added to the game notebook. This concludes that to this date all the play testing must be done.	May 11, 5pm
MS07	Gold Version	With this milestone the development must have been concluded. All testing must have been finished and some of the high target functionality should be implemented.	May 25, 12pm
MS08	Conclusion and Presentation	With this milestone the conclusion chapter must have been written and added to the game notebook. In addition the public presentation of the game must be ready to be held.	May 29, 5pm

Development Schedule

ID	Requirement	Assignee	Mo	Tue	Wed	Thu	Fri	Sat	Sun
ReqG01	Basic Camera	cob		2					
ReqG03	Basic Software Framework	cob	8						
ReqL01	Lava Ground	jab		3					
ReqL02	Basic Lava Effect	cob			2				
ReqL04	Deadly Lava	jab		3					
ReqPi01	Pillars	jab			3				
ReqPi02	Basic Pillar Rendering	cob			2				
ReqI01	Floating Islands	jab			2				
ReqI02	Basic Island Rendering	dpk		4					
ReqP01	Player	jab				4			
ReqP02	Basic Player Model	dpk		4	4	2			
ReqP06	Island Jumping	jab				4			
ReqP08	Direct Combat 1	jab					4		
None	Testing	jab/dpk/cob						4	4
None	Work Estimates and Plan for MS05	jab/dpk/cob						1	1