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| Phase Breakdown | |
| Step | Time Estimation (days) |
| *Phase 1: Requirement Document* | |
| Step 1.1: Draft intro | 4 |
| Step 1.2: Draft description | 4 |
| Step 1.3: Draft requirements | 4 |
| Step 1.4: Draft diagrams | 4 |
| Step 1.5: Revise and repair doc | 10 |
| *Phase 2: Design Document* | |
| Step 2.1: Draft intro | 7 |
| Step 2.2: Draft architecture overview | 7 |
| Step 2.3: Draft design (diagram heavy) | 14 |
| Step 2.4: Revise heavily | 14 |
| *Phase 3: Basic Game Functionality* | |
| Step 3.1: Game grid/board | 3 |
| Step 3.2: Moveable defensive units | 2 |
| Step 3.3: Sending offensive units | 2 |
| Step 3.4: Turn system for moving and sending | 5 |
| Step 3.5: Unit collisions/interactions | 5 |
| Step 3.6 Gaining/spending resources | 5 |
| *Phase 4: Multiplayer Functionality* | |
| Step 4.1: Single machine version of Multiplayer | 7 |
| Step 4.2: Win/loss conditions | 1 |
| Step 4.3: Game termination | 1 |
| Step 4.4: Basic menu | 3 |
| Step 4.5: Basic AI | 7 |
| *Phase 5: Networking* | |
| Step 5.1: Set up host game | 5 |
| Step 5.2: Have players connect to host | 3 |
| Step 5.3: Sending moves to host | 3 |
| Step 5.4: Host sending moves to other players | 1 |
| Step 5.5: Displaying results of move in GUI | 5 |
| Step 5.6: Game termination/cleanup | 3 |
| *Phase 6: Upgrades, environment, and all the things to make the game fun* | |
| Step 6.1: Saving/Loading (add to main menu) | 5 |
| Step 6.2: Map generation | 7 |
| Step 6.3: Upgrades - unit diversity | 20 |
| Step 6.4: Balance with new units/upgrades | 4 |
| Step 6.5: Improved graphics | 13 |