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| Date | Objectives |
| 3/13 - 3/15 | - Beginning of weekend "work jams"  - Meet and build the foundation of the classes and methods  - Start crafting sprites  - Draft plans for the external tool |
| Week 2 | - Building the external tool  - build map file  -Debug code |
| Week 3 | - Work to completion of barebones game  > At least a menu that leads into a playable section with at least being able to move the characters  - Finish up the tool(?) |
| Week 4 | - Submission for MS2  > Must complete any leftover work from previous weeks  - Working on MS3  > Complete tool if not done  > Working on art and sprites etc. |
| Week 5 | - Debug code  - Debug Tool  - Work to finish previous tasks  - Start wants if time available |
| Week 6 | - If started working on wants, continue working on them if time allows  - Finish debugging the tool |
| Week 7 | Submit MS3  Work on MS4  > Minimum end goals:  1. Working Menu  2. A house with at least 3 rooms, one of which is a branch path and one final room  3. Working AI |
| Week 8 | -Finalize art assets |
| Week 9 | - 24 hour weekend of work if needed  - Interface finished/usable interface |
| Week 10 | - Submit MS4  > Crunch time: whatever is unfinished/unnecessary, drop it and focus on the core minimum requirements  - ~~Cry tears of joy~~ |

Integration and Test plan: Work alone as much as possible during the weekday and meet to debug and implement large portions of code on weekends; smaller changes can be pushed to GitHub without much overwatch. All major changes will be discussed and worked on as a group.

Must Have By End of Semester:

* Working Menu/Title Screen
* HUD that tracks ammo, grenades, health
* Squad moves and paths correctly to cover
* One playable complete level
  + At least 3 rooms programmed in, with one sub room and a final room connected to one main room
* Working map maker

Would Like to Haves:

* User friendly map maker as part of the game
* Squadmembers with specializations i.e. sniper, heavy gunner
* High score board
* Saves