**Group 5**

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**Project Implementation plan**

**With-in 16 Weeks**

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| **Weeks** | **Tasks** |
| **Week 1** | * Setup Unity Engine & Visual studio editor and their environment with designing basic interface. |
| **Week 2** | * Dot Mode: * We will create the dots, then draw the line that joins the dots horizontally and vertically, and finally, we will form a box when all sides of that box are connected. * Line Mode: * We will create the lines horizontally and vertically, the line will activate when the user touch on it, and eventually, we will form a box when all sides of that box are activated. |
| **Week 3** | * Multi-Player:   + Play with up to 4 players simultaneously. * Quick Mode:   + In that mode, certain lines will be produced at random positions for speedy play. |
| **Week 4** | * Power Mode.. * Some extra points will be randomly located at the position of a box in a ball shape, and the player who completes the box at that position will receive those extra points. |
| **Week 5** | * Gameplay Record: * Track a player's record, which stores all of his previous gameplay results and displays overall match winning and losing versus all other opponents he has faced. |
| **Week 6** | * Dot Mode AI Opponent (I) * First, the machine will identify the possibility of building a box, and if that possibility exists, it will complete that box, and so on. If there are no more possibilities, it will draw a line at random position. |
| **Week 7** | * Dot Mode AI Opponent (II) * The machine will aim to give its opponent as few boxes as possible. |
| **Week 8** | * Dot Mode AI Opponent.(III) * We will make Machine smarter. |
| **Week 9** | * Dot Mode AI Opponent (IV) * Adjusting the AI level to Easy, Medium, or Hard |
| **Week 10** | * Line Mode AI Opponent (I) * First, the machine will identify the possibility of building a box, and if that possibility exists, it will complete that box, and so on. If there are no more possibilities, it will activate a line at random position. |
| **Week 11** | * Line Mode AI Opponent (II) * The machine will aim to give its opponent as few boxes as possible. |
| **Week 12** | * Line Mode AI Opponent (III) * We will make Machine smarter. |
| **Week 13** | * We will create a game theme in Adobe Illustrator and apply it into our game. |
| **Week 14** | * Apply animations into our game. |
| **Week 15** | * Shop Menu * The user will buy and choose themes or colors of dots and lines. |
| **Week 16** | * Other Settings * User daily reward system * Sounds and Music * Setting menu for On/Off music or sound |