16 Week Plan

Go Bang Game

Project Code:

# Internal Advisor:

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# Project Manager:

Prof Mr. Fahad Maqbool

# Project Team:

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| **1st Week’s Plan** | * Unity Setup and VS Code extension and libraries * Design Basic interface |  |
| **2nd Week Plan** | * Create Stones for game in adobe Photoshop * Basic level 12/12 Grid in unity |  |
| **3rd Week Plan** | * Integrating unity with vs code Entire Group * Checking the script is working or not Entire Group * Navigation grid and stones and review basic design |  |
| **4th Week Plan** | * Take User input in vs code * Checking Buttons are working * Checking Controls * Overall checking |  |
| **5th Week Plan** | * Creating levels * Sounds shop mode and reward’s timers |  |
| **6th Week Plan** | * Sign Up and log in page * Managing databases and profiles * Update profile * Log out page |  |
| **7th Week Plan** | **Human vs. Human Gameplay**   * Implement gameplay for two human players. * Modify grid size if necessary. * Define winning conditions. * Continue refining gameplay and addressing any issues. * Conduct thorough testing and troubleshooting |  |
| **8th Week Plan** | **Human vs. Human Gameplay (Continued) and Modifications**   * Continue refining gameplay and addressing any issues. * Conduct final checks and ensure the game is ready for release. * Make any final modifications or improvements. * Prepare for deployment. |  |
| **9th Week Plan** | **Implement Human vs. AI Gameplay**   * Design and implement the interface for human vs. AI gameplay. * Program the functionality for human vs. AI gameplay. * Test the human vs. AI gameplay to ensure it works as intended. |  |
| **10th Week Plan** | **Integrate Min-Max Algorithm**   * Research and understand the Min-Max algorithm. * Integrate the Min-Max algorithm into the AI gameplay. * Test the Min-Max algorithm to ensure it functions correctly. * Document the implementation of the Min-Max algorithm. |  |
| **11th Week Plan** | **Integrate Alpha-Beta Algorithm and Define Winning Conditions**   * Research and understand the Alpha-Beta algorithm. * Integrate the Alpha-Beta algorithm into the AI gameplay. * Test the Alpha-Beta algorithm to ensure it functions correctly. * Define and implement winning and draw conditions for the game. |  |
| **12th Week Plan** | **Implement AI vs. AI Gameplay**   * Set up the interface and functionality for AI vs. AI gameplay. * Program the logic and interactions for AI vs. AI gameplay. * Begin initial testing of AI vs. AI gameplay. * Continue testing and address any immediate issues. |  |
| **13th Week Plan** | **Review and Test Game Aspects**   * Conduct a comprehensive review of the game's code and functionality. * Test various aspects of the game, including gameplay, user interface, and algorithms. |  |
| **14th Week Plan** | * Address any identified issues or areas for improvement. * Continue testing and refinement. |  |
| **15th Week Plan** | **Final Testing and Issue Resolution**   * Conduct thorough testing of all game features and interactions. * Address any remaining bugs, glitches, or issues. * Conduct final checks to ensure the game is ready for release. * Prepare for deployment and finalize any documentation. |  |
| **16th Week Plan** | **Deployment**   * Deploy the game for public access. * Conduct final checks and ensure the game is ready for release. |  |