

FPS (Shooting Game)

Behind the Enemy lines

(Implementation Plan)



Project Code

<Project code assigned by the Project Office>

Project Advisor

Prof Dr. Hassam

Project Manager

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Project Team

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Submission Date

08/October/2023

IMPLEMENTATION PLAN

Resource Gathering	Week 1
UI designing	Week 2
UI implementation	Week 3
Character Modeling	Week 4
Animation	Week 5
Canvas Designing	Week 6
Environment Modeling	Week 7
Study Controllers	Week 8
Player Controllers	Week 9
Gun settings	Week 10
C# Scripting	Week 11
C# Scripting	Week 12
Level Implementation	Week 13
Level Implementation	Week 14
Study Sounds and Music	Week 15
Audio Sources and Audio Clips.	Week 16
AI setting	Week 17
AI navmesh Baking	Week 18
AI shoot Work	Week 19
Fixing Bugs /Finalization	Week 20