MADD Dungeon Game Project

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Version 1.0: Version Saved at 11:11 15/05/2013 and henceforth distributed &c.

MADD Summer 2013 Work Plan

1 Summer Work Plan

1.1 Work Timetable

Over the summer a plan of work is set out over a weekly basis; at least 15 hours work should be done per week on the project as long as there is work to be done. A guideline of what this time should be spent doing is represented in the following table.

Week	Person	Task
3/6/2013	Mike	Design & Build Fort Environment Models
	Andy	Design & Build Skeleton Characters
	Dan T	Get to grips with the Unity Game Engine
	Dan W	Work on general dungeon procedural generation (in java)
10/6/2013	Mike	Design & Build Fort Environment Models
	Andy	Design & Build Goblin Characters
	Dan T	Research AI within Unity
	Dan W	Work on general dungeon procedural generation (in java)
17/6/2013	Mike	Design & Build Cave Environment Models
	Andy	Design & Built Troll Characters
	Dan T	Create simple AI to make an object move to a set loca-

		tion.
	Dan W	Research & test different style room generation
24/6/2013	Mike	Design & Build Cave Environment Models
	Andy	Design & Build Demon Characters
	Dan T	Create simple AI to make an object move to a set location following a path around objects.
	Dan W	Get to grips with the Unity Game Engine
1/7/2013	Mike	Design & Build Mine Environment Models
	Andy	Design & Build Vampire Characters
	Dan T	Create simple AI to make an object move to a set location following a path around objects.
	Dan W	Research & test transfer of java generation procedures into C# for Unity.
8/7/2013	Mike	Design & Build Mine Environment Models
	Andy	Design & Build Mercenary Characters
	Dan T	Create simple AI to make an object move to a set location following a path around objects.
	Dan W	Work on general dungeon procedural generation (in Unity)
15/7/2013	Mike	Design & Build Lava Environment Models
	Andy	Design & Build Player Character – Optional Face Choices?
	Dan T	Create simple AI to make an object move to a set location following a path around objects, and to attack or block as appropriate when the target is reached.
	Dan W	Work on general dungeon procedural generation (in Unity)

22/7/2013	Mike	Design & Build Lava Environment Models
	Andy	Design & Build Weapon Models
	Dan T	Create simple AI to make an object move to a set location following a path around objects, and to attack or block as appropriate when the target is reached.
	Dan W	Work on general dungeon procedural generation (in Unity)
29/7/2013	Mike	Design & Build Underground Camp Environment Models
	Andy	Design & Build Weapon Models
	Dan T	Research & test a player 'inventory' array and a way that it can be displayed.
	Dan W	Work on generation of actual models and production of a complete dungeon world
5/8/2013	Mike	Design & Build Underground Camp Environment Models
	Andy	Design & Build Armour Models
	Dan T	Research & test transfer of items to and from that array.
	Dan W	Work on generation of actual models and production of a complete dungeon world
12/8/2013	Mike	Design & Build Tomb Environment Models
	Andy	Design & Build Armour Models
	Dan T	Research & test creating an inventory that persists throughout changes between 'scenes'.
	Dan W	Create generation methods for Fort dungeons & Cave dungeons
19/8/2013	Mike	Design & Build Tomb Environment Models

	Andy	Design & Build Armour Models
	Dan T	Research & test creating dropped items that when approached can be 'looted' by a player.
	Dan W	Create generation methods for Mine dungeons & Lava dungeons
26/8/2013	Mike	Design & Build Town Environment Models
	Andy	Design & Build Armour Models
	Dan T	Research & test 'equipping' and 'unequipping' items that a player has in their inventory. Use models provided by Andy.
	Dan W	Create generation methods for
2/9/2013	Mike	Design & Build Town Environment Models
	Andy	Design & Build Armour Models
	Dan T	Research & test pausing a scene as well as implementing a pause menu.
	Dan W	Create generation methods for Tomb dungeons & Underground camps.
9/9/2013	Mike	Design & Build User Interfaces
	Andy	Design & Build Armour Models
	Dan T	Research & test pausing a scene as well as implementing a pause menu.
	Dan W	Research & test saving how many levels a player has created, as well as player attributes & inventory/equipped items. Talk to Dan about how he plans to manage these.
16/9/2013	Mike	Design & Build User Interfaces
	Andy	Design & Build Armour Models

	Dan T	Research & test implementation of a custom main UI, including custom buttons.
	Dan W	Research & test saving how many levels a player has created, as well as player attributes & inventory/equipped items. Talk to Dan about how he plans to manage these.
23/9/2013	Mike	Import & Create Town Unity World
	Andy	Design & Build Armour Models
	Dan T	Research & test persistent attributes that can be increased while a dungeon is being played.
	Dan W	Research & test loading how many levels a player has created, as well as player attributes & inventory/equipped items. Talk to Dan about how he plans to manage these.

These are only guidelines of how your time may be spent on the project, they are not definite and if your time seems better spent on other tasks then it is recommended you attend to those other tasks instead.

1.2 Summer Work Overview

There are 17 weeks recorded above, during which at least 15 hours per week should be spent doing project work. This equates to 255 hours of work over the whole summer – 1020 hours in total between the four of us. By the end of this all situations within the project should have been researched so that the months following summer can be used to pull the entire project together and finalise the game as well as publicise it.

2 MADD Work Tracker

2.1 About

The MADD Work Tracker is a PHP and Javascript system that allows the tracking of time spent working on the project and includes a graph viewable on the ‘Workhub’ page that charts how much work each person has done.

It can be accessed following the link labeled ‘Clock in for Work!’ at the bottom of the ‘Workhub’ page.

2.2 Using the Work Tracker

The work tracker works by counting up using Javascript to work out how many minutes are passing and as each minute passes a variable is increased, this amount can then be saved into the work database by pressing the Save Time button at the bottom of the window.

2.3 IMPORTANT NOTICES

The work tracker is Javascript, and therefore the counter will not work if it is minimized, therefore *never minimize the work tracker*, and instead just load other windows in front of it.

The time will not be saved if you close the window, therefore *always use the Save Time button* to exit the Work Tracker.

Thirdly, do not run the Work Tracker if you are not working, we will know.

3 Document Changes

Document Version	**Date**	**Reason for Change**
1.0	15/05/2013	Document Creation.