MADD Dungeon Game Project

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MADD Summer 2013 Work Plan

1. Summer Work Plan
   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.

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| **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 location. |
| 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. 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.

1. MADD Work Tracker
   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.

* 1. 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.

* 1. 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.

1. Document Changes

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