PERT

- initial design/ project planning (week 1)

- first working prototype

- rolling dice

- move player

- set and call board space properties

- player swapping

- buy/sell properties

- bank mechanic

- set/call cards

- card mechanics

- initialise game (choose tokens, amount of players, give money, turn order, set to go)

- basic ai

- jail mechanic

- mortgage mechanic

- make when you have full set (house/hotel mechanic)

- bidding

- free parking

- create full and abridged version

- double roll mechanic

- auction mechanic

- uploading initial game data

- monitor game performance

- testing

- add player tokens

- make board

- basic UI

- final UI

- **GAMEPLAY STATE MANAGER**

| **Task** | **Description** | **Duration** | **Predecessor** | **Critical Path** |
| --- | --- | --- | --- | --- |
| A | Project planning |  | None |  |
| B | First working prototype  (rolling dice, moving player) |  | A |  |
| C | Initial design |  | A, B |  |
| D | Game state manager |  | B |  |
| E | Basic UI |  | B, D |  |
| F | Set and call board space properties |  | B,C |  |
| G | Free parking mechanic |  | F |  |
| H | Jail mechanic |  | F |  |
| I | Bank mechanic |  | D |  |
| J | Upload initial game data |  | D, F |  |
| K | Initialise game (choose tokens, amount of players, make board and tokens, give money, turn order, set to go) |  | D,I |  |
| L | Player swapping / turns |  | K |  |
| M | Set/call cards |  | F |  |
| N | Buying/Selling/Mortgaging |  | F,I |  |
| O | House/Hotel when full set |  | F,N |  |
| P | Double rolling |  | H |  |
| Q | Final board/token design |  | C |  |
| R | Auction mechanic |  | N |  |
| S | Basic AI |  | L |  |
| T | Final UI |  | C,E |  |
| U | Monitor player performance |  | D,T |  |
| V | Menus |  | T |  |
| W | Beta version |  | All unconnected |  |
| X | Full and abridged version rules |  | W |  |
| Y | Final Testing |  | X |  |
| Z | Final Documentation |  | Y |  |