项目名称：家园保卫战

修改时间：2020-3-15 15:28

分点时间与工作量仅供参考，具体时限由灰色段决定

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| 序号 | 周数  计划 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 1 | 完整需求分析 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 1.1 | 需求报告书写 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 | 开发环境搭建与测试 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2.1 | Unity版本统一 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2.2 | Github版本控制 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 | 框架搭建代码交互 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3.1 | 主体框架搭建 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3.2 | 代码交互 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3.3 | 系统设计评审报告 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 | UI设计 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4.1 | 关卡内界面UI |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4.2 | 开始界面设计 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4.3 | 关卡界面设计 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4.4 | 角色外观设计 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4.5 | 角色动作设计 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4.6 | 其他外观设计 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 | 角色代码实现 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5.1 | 己方角色实现 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5.2 | 敌方角色实现 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5.3 | 角色交互实现 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5.4 | 角色属性实现 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6 | 游戏机制 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6.1 | 塔防游戏机制 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6.2 | 卡牌游戏机制 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6.3 | 抽卡游戏机制 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6.4 | 游戏交互机制 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6.5 | 游戏胜败机制 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7 | 关卡设计 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 | 测试与优化 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8.1 | 数值平衡 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8.2 | 测试报告提交 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9 | 项目报告 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9.1 | 项目报告提交 |  |  |  |  |  |  |  |  |  |  |  |  |  |

成员分工：

董卓然：3（框架搭建代码交互）、9（项目报告）

石蕾渲：4（UI设计）

王根栩：7（关卡设计）、8（测试优化）

霰佳铭：5（角色代码实现）

许世玉：6（游戏机制）