**WORK SCHEDULE 工作排期**

Project Month Targets 每月目標

|  |  |
| --- | --- |
| Feb (二月) | Game Design Document,游戏设计文档  Work Schedule,工作排期  Fraction Rules,数值规则 |
| Mar (三月) | Fraction Rules,数值规则  High Level Visual Concept, 高级视觉概念  UI Planning UI策畫  World map concept,世界地图 (3th Mar, Delete this)  Method to archive/develop stories, 故事邏輯及規範, (21th Mar,)  Programming Hierarchy Chart,程序架构表  Game Core changed, need to update design document (核心玩法改變, 要更新設計文檔(17th Mar,) |
| Apr (四月) | Art Direction,美术方向 (要做出樣板)  Story Art,故事美术  Story Design,故事设计  Gameplay mockups,游戏画面（UI） |
| May (五月) | Story Art,故事美术  Story Design,故事设计  Integrate Gameplay mockups to Unity,游戏画面用Unity做Demo  Website (team background, project dev story)网站（团队介绍&开发过程） |
| Jun (六月) | Lean Canvas,精实画布  Register Company,公司注册  Investor Slides,做PPT  Next project creatives (Same Art resource), 下一個遊戲項目  Approach Investors,找投资 |

**Team Members 團隊成員**

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| --- | --- |
| **Name 稱呼** | **Position 職責** |
| Kun Li | Design, Produce  ( If schedule allowed, will help on Art ) |
| Ziming | 美术，设计，公司注册，投资 |
| Alex Ferrer | Marketing, content |
| Mikko | Lead Art & Design |
| Tzu Hsun Kao | Programming Consultant |

**Individual Targets Every Two Weeks 個人工作目標 (每兩周)**

**Kun**

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| --- | --- | --- |
|  | Target 目標 | Actual 實際完成 |
| 26 FEB – 11 MAR | Build Fraction system (Resimpler the model, delete Spirit)  Actual map idea- kill randomness (X)  Gameplay mockup  Programming Hierarchy Chart, | Gameplay mockup x1  遊戲畫面模擬 x1  Build Fraction system  建構數值系統  Kill the map idea |
| 12 MAR – 25 MAR | Help Card pool logics  Build mini-story  Method to archive/develop stories |  |
| 26 MAR – 08 APR |  |  |
| 09 APR – 22 APR |  |  |
| 23 APR – 06 MAY |  |  |
| 07 MAY – 20 MAY |  |  |
| 21 MAY – 03 JUN |  |  |
| 04 JUN – 17 JUN |  |  |
| 18 JUN – 02 JUL |  |  |

**Individual Targets Every Two Weeks 個人工作目標 (每兩周)**

**Ziming**

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|  | Target 目標 | Actual 實際完成 |
| 26 FEB – 11 MAR | 1.系列卡组模拟 (Design Story) | 模擬卡組 (不使用) |
| 12 MAR – 25 MAR | UI 策劃和部分UI美術 |  |
| 26 MAR – 08 APR |  |  |
| 09 APR – 22 APR |  |  |
| 23 APR – 06 MAY |  |  |
| 07 MAY – 20 MAY |  |  |
| 21 MAY – 03 JUN |  |  |
| 04 JUN – 17 JUN |  |  |
| 18 JUN – 02 JUL |  |  |

**Individual Targets Every Two Weeks 個人工作目標 (每兩周)**

**Mikko**

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|  | Target 目標 | Actual 實際完成 |
| 26 FEB – 11 MAR | Fraction system | Build Fraction system (Issues between Influence and wealth)  Discuss Actual map idea- kill randomness (X) |
| 12 MAR – 25 MAR | Write Card pool logics  Build mini story |  |
| 26 MAR – 08 APR |  |  |
| 09 APR – 22 APR |  |  |
| 23 APR – 06 MAY |  |  |
| 07 MAY – 20 MAY |  |  |
| 21 MAY – 03 JUN |  |  |
| 04 JUN – 17 JUN |  |  |
| 18 JUN – 02 JUL |  |  |

**Individual Targets Every Two Weeks 個人工作目標 (每兩周)**

**Alex**

|  |  |  |
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|  | Target 目標 | Actual 實際完成 |
| 26 FEB – 11 MAR | Fraction system suggestions,  Contact US novel IP  Design Story | Fraction system suggestion (Magic, whole build)  Contact US IP but no respond |
| 12 MAR – 25 MAR | Contact again  Build mini-story  Method to archive/develop stories |  |
| 26 MAR – 08 APR |  |  |
| 09 APR – 22 APR |  |  |
| 23 APR – 06 MAY |  |  |
| 07 MAY – 20 MAY |  |  |
| 21 MAY – 03 JUN |  |  |
| 04 JUN – 17 JUN |  |  |
| 18 JUN – 02 JUL |  |  |

**Individual Targets Every Two Weeks 個人工作目標 (每兩周)**

**KAO**

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|  | Target 目標 | Actual 實際完成 |
| 26 FEB – 11 MAR | Break the Programming Hierarchy chart into Tasks | 無 順延下兩周  因為Kun 還沒把數值系統確立 |
| 12 MAR – 25 MAR | Break the Programming Hierarchy chart into Tasks | 確立基本元素及規則 等待企劃確認細節 |
| 26 MAR – 08 APR |  |  |
| 09 APR – 22 APR |  |  |
| 23 APR – 06 MAY |  |  |
| 07 MAY – 20 MAY |  |  |
| 21 MAY – 03 JUN |  |  |
| 04 JUN – 17 JUN |  |  |
| 18 JUN – 02 JUL |  |  |