

TEAM GOALS, MACRO AND SCHEDULE

Team members:

Anahid, Hannah, Mark, Maruša & Mathias

Audience experience goal:

Having fun together while fighting each other in teams

Design goals

Make a 2D multiplayer game from an existing gameplay to allow focus on successful programming within given time frame

Design macro and goals:

Asset or feature name	Type	Time estimate	Done
Player controller	Code	3 hours	
Background image	2D art	10 hours	
Character design	2D art	10 hours	
Character animation	2D art/Unity	5 hours	
Props and scene assets	2D art	5 hours	
Background ambience	Sound	15 min	
Effects	Sound	15 min	
Falling props	Code	2 hours	
GUI	2D art	4 hours	
Asset or feature name	Type	Time estimate	Done
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