With the idea of splitting into Graphic, Physics and Game/Network groups for now:

**Week 12 -> 13.5:**

* Groups familiarise themselves with unity, and get a github branch/repo going
* Graphics team looks into simulated steam/water/fire, shaders in unity, and other techniques we could use in game
* Graphics team provides a rough proof-of-concept of these systems, along with any networking they may need for this
* Physics team looks into how to simulate multiple rigid bodies within the constraints of a web-browser, using a server to update them on the client.
* Physics team looks into dynamic destruction of terrain (like islands) and how to send information about the collision to entities that were involved in it
* Physics team creates a rough proof-of-concept of these systems, along with the networking needed
* Game team creates simple game loop, where multiple boxes are able to move about in sync. It should be able to handle players disconnecting and reconnecting
* Game team implements simple cannonball objects. These can just move in a straight line, disappearing when they hit a ship, but are updated on the player side after being told to spawn by the server
* These rough systems should be finished by the end of the week

**Week 13.5->14:**

All groups finish their solutions and merge their work together. We should now have boxes moving about following precisely what the player input (no ship like controls yet), that can fire cannonballs that cannot damage other ships.

There should be some physics based objects in the game world, like stacked boxes that fall when hit by a ship or cannonball, printing messages to the console or changing a ships colour to signal that *something* should happen

There shall be graphical systems in place, such as particle systems or cell shading, that make this look a bit more than just some geometric primitives ramming into eachother

Of course, all these systems may be a bit rough and perhaps not everything gets integrated yet. However this should be enough of a base to build a game off.

We then decide the remaining design of the game- How should the ships control, what sort of ships are there, how do you respawn, what are the win conditions, etc

**Week 14->18:**

Get gaem