Time estimations:

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Gregor | Ciwan | Simon |
| Graphic Design and animation  Ulf Design  Ulf Animations  Character Design  Character Animations  Texture Design  UI Design  Item Design  Cutscene Design (Optional)  Asset Design (Ex. Trees/ Stones, etc.) | 10  20  8 per Character  5 per Character  2 – 4 per Texture  15  3 – 5 per Item  10 – 20 per Cutscene  2 – 5 per Asset | -  -  -  -  -  -  -  -  - | -  -  -  -  3 – 5 per Texture  15  3 – 5 per Item  -  5 – 10 per Asset |
| Unity  Particles  World Building  UI  Lighting | -  -  -  - | -  20  15  - | 2 – 4 per Particle system  20  -  10 |
| Programming  Battle system  Movement  Inventory  Game Mechanics  Quest system | -  -  -  -  - | 50  5  20  30  30 | -  -  -  -  - |
| Game Design  Level Design  Lore  Game Mechanics  Balancing  Quest Design  UX Design | 15  10  -  5  10  - | -  15  15  5  10  - | 25  45  40  5  25  10 |
| Tests | 15 | 30 | 15 |
| Documentation | 15 | 15 | 30 |
| Management  Meetings  Formalities | 30  10 | 30  10 | 30  10 |
| Research | 20 | 15 | 30 |