Time estimations:

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Gregor | Ciwan | Simon |
| Graphic Design and animation  Ulf Design  Ulf Animations  Enemy Design  Enemy Animations  Level Design  Texture Design  Particle Design  UI Design  Item Design  Cutscene Design (Optional)  Asset Design | 10  20  8 per Character  5 per Character | -  -  -  - | -  -  -  - |
| Unity  Particles  World Building  UI  Lighting |  |  |  |
| Programming  Battle system  Movement  Inventory  Game Mechanics  Quest system |  |  |  |
| Game Design  Level Design  Overworld  Lore  Fighting Mechanics  Balancing  Questline |  |  |  |
| Tests |  |  |  |
| Documentation |  |  |  |
| Management  Meetings  Formalities |  |  |  |
| Research |  |  |  |