**12 Week High Level Schedule**

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| **Timetable** | |
| **18/6/18** | Research - Looking up how other board games handle player movement, turn based play.  Design - Create design document covering mechanics I will be doing |
| **25/6/18** | Design – Create pseudo code for how the currency system will work and how player movement will work  Design – Create the tile sizes and player character (set up Unity) |
| **2/7/18** | Coding – Create the tile base system which will act as the board for the game. Give each tile a number in an array |
| **9/7/18** | Coding – Create code which stores player’s currency which is spent by clicking on tiles ahead of the player and gained clicking on tiles behind the player |
| **16/7/18** | Coding – Allow player character to move forward onto a tile when clicked at the cost of the player’s currency and backwards when clicking on tiles behind the player |
| **23/7/18** | Coding – Continue working on making the player movement cost more the more tiles the player moves for both directions |
| **30/7/18** | Coding – Limit the player to only move backwards to selected tiles (tortoise tiles). Prevent the player from moving further backwards other than the nearest tortoise tile behind them. |
| **6/8/18** | Coding – Continue working on player movement, ensure player cannot move if currency is under the move amount.  Coding/Design – create pop up box showing cost of the move and asking if player wants to move |
| **13/8/18** | Design – Show how much a move would cost ingame on the UI. Show how much each move would cost to the player |
| **20/8/18** | Bug fixing – Test, fix any problems and/or polish mechanics necessary |
| **27/8/18** | Contingency |
| **3/9/18** | Hand in project – Any extra contingency needed **(Hand in 7/9/18)** |