**Normal tiles**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Code | Further tile players move the more currency spent | 10h |  |
| Design | Texture for the tile to look more like a tile square | 2h |  |
| Code | Limit player to only move forward to these tiles | 10h |  |
| Code | Make final tile in array list complete game when player lands on it | 5h |  |

**Backward tiles**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Code | Further tile players move back the more currency earned | 10h |  |
| Design | Texture for the tile to look more like a tile square | 2h |  |
| Code | Limit player to only move backwards to these tiles | 10h |  |
| Code | Player can only move to nearest backward tile behind | 10h |  |
| Code | Player cannot move from one backward tile to another | 10h |  |
|  |  |  |  |

**UI**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Design | Design UI box that appears when clicking a tile square | 2h |  |
| Design | Design UI box that appears when hovering over a tile showing how much it costs to move to that square | 2h |  |
| Code | Code UI box to appear when player clicks tile asking to confirm their move | 2h |  |
| Code | Show currency decrease/increase steadily during player move | 2h |  |
| Code | Show how much the player will gain/lose when hovering over a tile square | 2h |  |
| Design | Create UI showing the currency the player has | 1h |  |
| Design | Shows which player is up next | 1h |  |

**Game screens**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Design | Create start screen | 2h |  |
| Design | Create pause screen and button | 2h |  |
| Design | Create background for the game board | 2h |  |

**Players**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Design | Give player models and textures | 2h |  |
| Code | Game cycles through each player after every turn | 10h |  |
| Code | Can choose up to 4 players to play at start | 10h |  |
| Code | Game updates currency and camera position per player’s turn | 10h |  |
| Code | Block other players from going on same tile as another player | 5h |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Contingency | Contingency time/bug fixing/testing | 44h |  |

**From 23rd July to 7th September**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Total days left** | **Days working on project** | **Hours working (Per Day)** | **Total hours on project** | **Total hours tasks assigned** |
| 46 days | 28 days | 6 Hours | 168 hours | 124 hours |