**Tile list**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Code | Create a list or array containing all tiles on the board | 5h | 11h |
| Code | Give each tile on the board a value | 1h | 1h |
| Code | Update player’s value depending on the tile the player lands on | 5h | 11h |
| Code | Create an index counting all tiles on the board | 1h | 1h |

**Normal tiles**

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

**Backward tiles**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Code | Further tile players move back the more currency earned | 5h |  |
| Design | Texture for the tile to look more like a tile square | 2h | 2h |
| Code | Limit player to only move backwards to these tiles | 5h | 1h |
| Code | Player can only move to nearest backward tile behind | 5h | 5h |
| Code | Player cannot move from one backward tile to another | 2h | 3h |
|  |  |  |  |

**UI**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Design | Add UI box that appears when a player wins | 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 | 3h |  |
| 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 | 3h |  |
| Design | Create UI showing the currency the player has | 1h | 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 | 1h |

**Players**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Design | Give player models and textures | 2h | 1h |
| 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 |  |

**From 6th August to 7th September**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Total days left** | **Days working on project** | **Hours working (Per Day)** | **Total hours to work on project** | **Total hours tasks assigned** | **Contingency time** |
| 32 days | 20 days | 5 Hours | 100 hours | 77 hours | +23 hours |

**13/8/18 – 17/8/18**

|  |  |
| --- | --- |
| **Monday** | Normal tiles - Further tile players move the more currency spent (5 hours) |
| **Tuesday** | Backward tiles - Further tile players move back the more currency earned (5 hours) |
| **Wednesday** | UI – Show how much the player will gain/lose when hovering over a tile square (3 hours)  UI - Show currency decrease/increase steadily during player moves (2 hours) |
| **Thursday** | UI – Create UI confirm box that will appear when a tile is clicked (3 hours)  UI – Add UI box when a player reaches the end of the level (2 hours) |
| **Friday** | Finish ILP tasks |