**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 | 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 | 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 | 2h |
| Design | Design UI box that appears when hovering over a tile showing how much it costs to move to that square | 2h | 2h |
| Code | Show currency decrease/increase steadily during player move | 2h | 2h |
| Code | Show how much the player will gain/lose when hovering over a tile square | 3h | 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 | 2h |
| Design | Create pause screen and button | 2h | 2h |
| Design | Create background for the game board | 2h | 1h |
| Design | Create instructions | 1h |  |
| Design | Create difficulty buttons | 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 | 5h | ---- |
| Code | Can choose up to 4 players to play at start of game | 5h | ---- |
| Code | Block other players from going on same tile as another player | 2h | ---- |

**Turns**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Code | Add turns that go down when player moves | 1h | 1h |
| Code | If player reaches 0 turns then end game | 30m | 30m |
| Design | Show turns left | 30m | 30m |
| Design | Create game over UI box | 30m | 30m |
| Code | Create difficulty that changes turns left for player | 1h |  |

**Lettuce tiles**

|  |  |  |  |
| --- | --- | --- | --- |
| **Task type** | **Description** | **Est (H)** | **Act (H)** |
| Design | Create lettuce tile | 30m | 30m |
| Code | Add lettuce to player that must be removed ingame | 15m | 15m |
| Code | Add lettuce tiles that will remove player’s lettuce | 30m | 30m |
| Code | Block players from finishing if they have lettuces left | 30m | 30m |
| Design | Add lettuces count to UI | 30m | 30m |

**From 31th August to 7th September**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Total days left** | **Days working on project** | **Hours working (Per Day)** | **Total hours to work on project** | **Total hours tasks left to work** | **Contingency time** |
| 8 days | 7 days | 5 Hours | 35 hours | 4 hours | +26 hours |

**1/9/18 – 7/9/18**

|  |  |
| --- | --- |
| **Saturday** | Design – Create instructions (1hr)  Design – Create difficulty (1hr)  Code – Create difficulty for game (1hr)  Record gameplay and make video (1hr) |
| **Sunday** | Continue Document (5hrs) |
| **Monday** | Continue Document (5hrs) |
| **Tuesday** | Continue Document & Polish (5hrs) |
| **Wednesday** | Continue Document & Polish (5hrs) |
| **Thursday** | Finish document and any Polishing (5hrs) |
| **Friday** | HAND IN DATE |