**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 |  |
| 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 |  |
| 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 | 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 |  |

**From 20th 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** |
| 17 days | 11 days | 5 Hours | 55 hours | 19 hours | +36 hours |

**13/8/18 – 17/8/18**

|  |  |
| --- | --- |
| **Monday** | Away |
| **Tuesday** | Create start screen (1 hour)  Create pause screen and button (2 hours)  Make currency decrease/increase gradually (2 hours) |
| **Wednesday** | Can choose up to 4 players which cycles through ingame (5 hours) |
| **Thursday** | Block players from going on currently owned tiles (2 hours)  Show which player is up next (1 hour)  Add choosing players on start screen (2 hours) |
| **Friday** | ILP |