

SpaceSim

Dec 30, 2016

Project manager

Paul

Project dates

Dec 30, 2016 - Feb 15, 2017

Completion

0%

Tasks

37

Resources

1

Project to build a space simulation game.

Tasks

2

Name	Begin date	End date	Duration	Completion	Resources
DungeonCrawl	12/30/16	1/2/17	2	0	
Refactor	12/30/16	1/2/17	2	0	Paul
Generate Universe	1/3/17	1/6/17	4	0	
Implement Model	1/3/17	1/3/17	1	0	Paul
Implement Generator	1/4/17	1/5/17	2	0	Paul
Implement Test Harness	1/6/17	1/6/17	1	0	Paul
Release 1	1/9/17	1/9/17	0	0	
<i>Acceptance Criteria:</i>					
- Interface will have a single generate button.					
- When button is clicked, a universe will be generated and saved to text file.					
Starmap Interface	1/9/17	1/17/17	7	0	
Create subsector UI mockup	1/9/17	1/9/17	1	0	Paul
Create system UI mockup	1/10/17	1/10/17	1	0	Paul
Create POI UI mockup	1/11/17	1/11/17	1	0	Paul
Create ship computer model	1/12/17	1/12/17	1	0	Paul
<i>This model should indicate which areas have mapping information</i>					
Implement subsector view	1/13/17	1/13/17	1	0	Paul
Implement system view	1/16/17	1/16/17	1	0	Paul
Implement POI view	1/17/17	1/17/17	1	0	Paul
Release 2	1/18/17	1/18/17	0	0	
<i>Acceptance Criteria:</i>					
- Ability to scroll through subsectors.					
- Ability to select and view a system.					
- Ability to select and view a point of interest within a system.					
- User should see all details of a point of interest.					
- The starmap should only show data for which the player has a map for. The rest should be shown as unknown.					
Navigation	1/18/17	1/19/17	2	0	

Tasks

Name	Begin date	End date	Duration	Completion	Resources
Create UI mockup <i>User must be able to select either a system or a system POI and plot a course. At this point, the user will be able to instantly jump to the destination.</i>	1/18/17	1/18/17	1	0	Paul
Implement mockup	1/19/17	1/19/17	1	0	Paul
Release 3 <i>Acceptance Criteria:</i> - Ability to plot a course to a subsector or subsector POI. - Ability to instantly jump to destination. - Must be able to do this repeatedly.	1/20/17	1/20/17	0	0	
Internal Ship View	1/20/17	1/25/17	4	0	
Create UI Mockup <i>Initially this will be a single, bare bones design.</i>	1/20/17	1/20/17	1	0	Paul
Implement ship model	1/23/17	1/23/17	1	0	Paul
Implement adapter	1/24/17	1/24/17	1	0	Paul
Implement view	1/25/17	1/25/17	1	0	Paul
Release 4 <i>Ability to switch between starmap view and internal ship view. No crew will be shown in the internal ship view at this point.</i> <i>The ship should have the following stations:</i> <i>TODO: Add stationlist.</i>	1/26/17	1/26/17	0	0	
Crew	1/26/17	2/3/17	7	0	
Create UI mockups	1/26/17	1/26/17	1	0	
Create crew model	1/27/17	1/27/17	1	0	
Implement	1/30/17	2/3/17	5	0	
Release 5 <i>Acceptance Criteria:</i> - Time model must be defined (maybe toggle between a slow real-time turn click and manual turn click. Perhaps a pause function to allow moves to be specified). - Crew can be moved around the ship via waypoints. - Crew members may be selected to assign actions to. - The only actions available at this point are "move to" and "man station".	2/6/17	2/6/17	0	0	

Tasks

Name	Begin date	End date	Duration	Completion	Resources
Tactical View	2/6/17	2/14/17	7	0	
Create UI mockup	2/6/17	2/6/17	1	0	Paul
Implement pirate ship model	2/7/17	2/7/17	1	0	Paul
Implement pirate ship AI	2/8/17	2/8/17	1	0	Paul
Implement tactical view	2/9/17	2/14/17	4	0	Paul
Release 6	2/15/17	2/15/17	0	0	

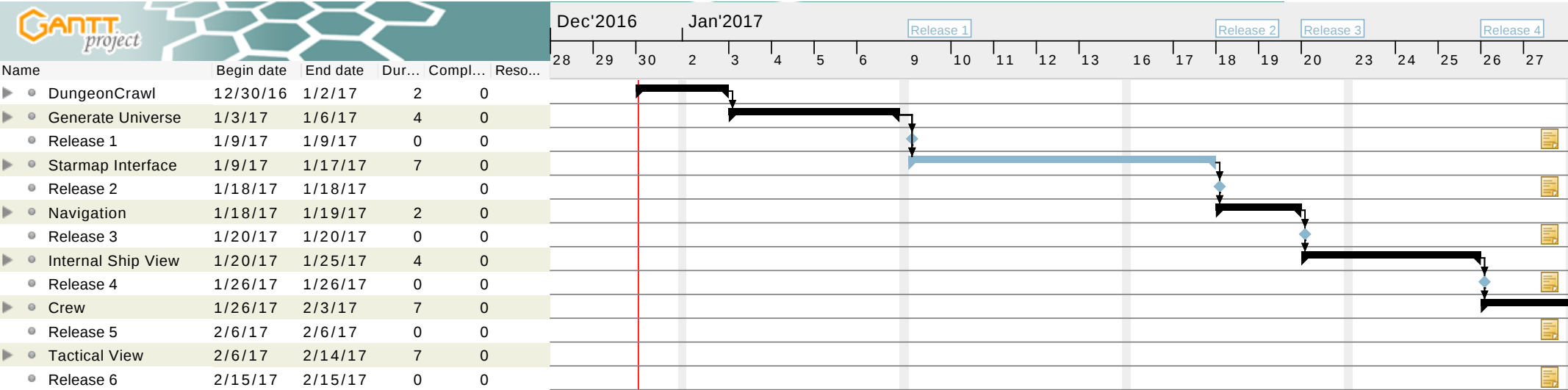
Acceptance Criteria:

- Can navigate to pre-determined system POI and engage a pirate vessel or group of vessels.
- Tactical view implemented
- Ability to move the ship when navigation station is manned.
- Ability to target and fire weapons when weapon station is manned.
- Hits from the pirate vessel are indicated, but no damage is taken in this version.

Resources

Name	Default role
Paul	project manager

Gantt Chart



Resources Chart

