

Group D - Illuminati - Work Breakdown Structure

Our project will be separated into several sub projects which can be broken into several tasks. The sub projects will be broken up as follows.

1. Graphical Design Work
 - a. Graphics Implementation
 - b. Updating Default Game Piece Cosmetic Files
2. Main Menu
 - a. Pre-game Interface
 - b. Game Startup
 - c. Game Ending Procedure
 - d. Credits
3. Game Pieces/ Assets
 - a. Megabucks
 - b. Game Playing Cards
 - i. Card Connectivity
 1. Orientation
 - ii. Card Attribute Management
 1. Megabucks
 2. Income
 3. Attack
 4. Resistance
 5. Distance from main player card
4. Gameplay
 - a. Turn Rotation
 - b. H
 - c. Megabucks spending
 - d. Attacking
 - e. Neutralizing