Final Project Proposal

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- Planned functionalities & mechanics
  - a game like Clash Royale, from Supercell
  - two play mode: single player stand-alone battle and real-time online two-player battle
  - based on your strategy, choosing 8 cards from your card pool
  - being able to choose where and when to put armies and spells
  - the aim is to crash opponent's tower

- Developing Schedule

Date	Goal	Assignment
~ 6/12 (Wed)	Set code convention and be familiar with Github instructions. Read the given engine source codes and do some personal modification based on our needs.	Both
~ 6/14 (Fri)	Build the foundation for the application, such as the interface of each scene, background music, etc.	Both
~ 6/16 (Sun)	Develop the game's main process, such as the start, the way the armies move, attack, finding paths and targets, create the win scene and the lose scene.	Both
~ 6/17 (Mon)	Create various cards involving armies and spells.	Both
~ 6/21 (Fri)	Develop stand-alone single player mode and real-time online two-player mode separately.	stand-alone: 陳彥霖 real-time: 范升維
~ 6/23 (Sun)	Implement testing, debugging and optimization.	Both