Project Z RoadMap

Asher Winters | March 26, 2023

Important	May cause delay in other tasks
High Priority	Is delaying other tasks
On Time	Being done as expected
Done	Task completed

January | February | March | April | May | June | July

Art

- H1 Concept Art
- H1 Sculpting
- H1 Concept Art
- H1 Concept Art
- H4 Concept Art
- Ranged Enemy Concept Art
- Melee Enemy Concept Art
- H2 Retopology
- H2 UV Layout
- H2 Texturing
- H1 Rigging
- H2 Skin Weight
- H2 Sculpting
- H2 Retopology
- H2 UV Layout
- H2 Texturing
- H2 Rigging
- H2 Skin Weight
- H3 Sculpting
- H3 Retopology
- H3 UV Layout
- H3 Texturing
- H3 Rigging
- H3 Skin Weight
- H4 Sculpting
- H4 Retopology
- H4 UV Layout
- H4 Texturing
- H4 Rigging
- H4 Skin Weight
- Ranged Enemy Sculpting
- Ranged Enemy Retopology
- Ranged Enemy UV Layout
- Ranged Enemy Texturing
- Ranged Enemy Rigging
- Ranged Enemy Skin Weight
- Melee Enemy Sculpting
- Melee Enemy Retopology
- Melee Enemy UV Layout
- Melee Enemy Texturing
- Melee Enemy Rigging
- Melee Enemy Skin Weight
- VFX
- H1 VFX
- H1 Weapon & Props
- H2 VFX
- H2 Weapon & Props
- H3 VFX
- H3 Weapon & Props
- H4 VFX
- H4 Weapon & Props
- H1 Mocap Animations
- H2 Mocap Animations
- H3 Mocap Animations
- H4 Mocap Animations
- Enemies Mocap Animations

Programming

- Hero 1 Attributes
- Hero 1 Base Attack: Longsword
- Hero 1 Passive: Rusted Armor
- Hero 1 Ability 1: Rusted Armor
- Hero 1 Ability 2: Knock Forcefield
- Hero 1 Ability 3: Dash Implementation
- Hero 1 Damage & Health Implementation
- Hero 2 Attributes
- Hero 2 Base Attack: Mining Laser
- Hero 2 Passive: PLR
- Hero 2 Ability 1: Mining Laser
- Hero 2 Ability 2: Gravity Grenade
- Hero 2 Ability 3: Cut Implementation
- Hero 2 Damage & Health Implementation
- Hero 2 Tool Companion Turret
- Hero 2 Tool Companion Drone
- Hero 3 Attributes
- Hero 3 Base Attack: Cutlass Burn
- Hero 3 Passive: Rusted Sentinel
- Hero 3 Ability 1: Anger
- Hero 3 Ability 2: Flashes Bloom
- Hero 3 Combo Implementation
- Hero 3 Damage & Health Implementation
- Hero 4 Attributes
- Hero 4 Base Attack: Nano Pack: Spread
- Hero 4 Passive: Micro Repair
- Hero 4 Ability 1: Slow Fall
- Hero 4 Ability 2: Whomping Vine
- Hero 4 Damage & Health Implementation
- Hero 4 Companion: Mossy
- Ranged Heroes Click Behavior
- Melee Heroes Click Behavior
- Keyboard Inputs Mapping
- Heroes Base Character
- Enemy Base Character
- Companion Base Character
- Tool Base Pawn
- Hero 1 Temporal AnimBP
- Hero 2 Temporal AnimBP
- Hero 3 Temporal AnimBP
- Hero 4 Temporal AnimBP
- Hero 1 Definitive AnimBP (Mocap)
- Hero 2 Definitive AnimBP (Mocap)
- Hero 3 Definitive AnimBP (Mocap)
- Hero 4 Definitive AnimBP (Mocap)
- Hero 4 companion: Mossy AnimBP
- Inventory System
- Snap Characters System
- Fog of War
- Hero 4 Definitive AnimBP (Mocap)

Dungeon Master

- Spawners
- Traps
- RTS Control Interface
- Control Groups
- Camera Control Groups
- Events
- Individual Enemy Controls

Multiplayer

- Movement Replication
- Combat Replication

AI

- Ranged Temporal AnimBP
- Melee Temporal AnimBP
- Ranged Enemy
- Melee Enemy
- Ranged Definitive AnimBP
- Melee Definitive AnimBP

Level Design

- H1 Level Layout
- H1 Level Blockout
- H1 Level Collisions
- H1 Level Playtesting
- H2 Level Layout
- H2 Level Blockout
- H2 Level Collisions
- H2 Level Playtesting
- H3 Level Layout
- H3 Level Blockout
- H3 Level Collisions
- H3 Level Playtesting
- H4 Level Layout
- H4 Level Blockout
- H4 Level Collisions
- H4 Level Playtesting
- H1 Level Set Dressing
- H1 Level LODs
- H1 Level Lighting
- H1 Level Post Process
- H2 Level Set Dressing
- H2 Level LODs
- H2 Level Lighting
- H2 Level Post Process
- H3 Level Set Dressing
- H3 Level LODs
- H3 Level Lighting
- H3 Level Post Process
- H4 Level Set Dressing
- H4 Level LODs
- H4 Level Lighting
- H4 Level Post Process
- Level Streaming
- World Partition