

Calculations done with the minimum time for Release possible:

Weekly work time:

Monday: 5 hours

Tuesday: 7 hours

Wednesday: 5 hours

Thursday: 4 hours

Friday: 5 hours

Saturday: 7 hours

Sunday: 7 hours

Total estimated work time per week of each member: 40 WEEKLY HOURS PER PERSON

Total estimated work time per week of the full team: EFFECTIVE 320 HOURS OF WEEKLY WORK
(we will work with 40 per week though, because this is an unrealistic number considering that we are working as a team: multiple people working together and working on areas that are dependent to other's work)

This schedule does NOT take into consideration bug solving nor feature testing (not to confuse which game testing, which is considered):

25 february : now

Sprint 1: 23 february - 8 march

Define a tone / genre / setting / thematic; playability design completed (2.5 hours)

GDD creation and other design decisions stipulated (6 hours)

Maps and structure spritesheets (6 hours)

Character spritesheets (4 hours)

XML files manager (3 hours)

First map design (1.5 hours)

Design combat parameters (4 hours)

Sprites loading, printing and isometric movement (4 hours)

Keyboard and Gamepad input reading (1 hour)

Save and load game (4 hours)

Map creation (tiled) (2 hours)

Twitter creation and management (1 hour)

Commits and work progress recording (2 hours)

[41 hours / 68 hours]

Sprint 2: 9 march - 22 march

Design entity system (1 hour)

Entity system implementation (3 hours)

Camera culling and sprite ordering (2 hours)

Collision and sensors (12 hours)

Player state machine (4 hours)

Plan IA movement (2 hours)

Implement IA state machine (4 hours)

Primitive pathfinding version (6 hours)

Pathfinding and AI movement (20 hours)

Bug solving

Twitter management (1 hour)

Commits and work progress recording (2 hours)

[57 hours / 80 hours]

Sprint 3: 23 march - 5 april

Pathfinding and AI movement (40 hours)

UI design and spritesheets recollection (5 hours)

Fog of War implementation (5 hours)

UI manager implementation (4 hours)

UI implementation (10 hours)

Mechanic testing (3 hours)

Bug solving

Twitter management (1 hour)

Commits and work progress recording (2 hours)

[75 hours / 80 hours]

Sprint 4: 6 april - 19 april

Minimap graphics recollection (3 hours)

Minimap implementation (12 hours)
Fog of War implementation (5 hours)
UI implementation (10 hours)
Audio recollection (music, sound effects...) (6 hours)
Audio implementation (5 hours)
Game testing (5 hours)
Bug solving
Twitter management (1 hour)
Commits and work progress recording (2 hours)

[49 hours / 80 hours]

Sprint 5: 20 april - 22 april

Final Vertical Slice details (20 hours)
Game testing (5 hours)
Bug solving
Twitter management (1 hour)
Commits and work progress recording (2 hours)

[28 hours / 17 hours]

[61 days]

22 april : verical slice --> minimal components integrated

Sprint 6: 22 april - 3 may

Design character's abilities (2 hours)
Design enemy hords (3 hours)
Implement character's abilities (15 hours)
Implement enemy hords (5 hours)
Particle spritesheets downloaded (4 hours)
Particle manager implemented (considering it inside entity manager) (2 hours)
Bug solving
Twitter management (1 hour)
Commits and work progress recording (2 hours)

[34 hours / 63 hours]

Sprint 7: 4 may - 18 may

Write a narrative for the game, plan cutscenes... (6 hours)
Implement narrative, do cutscenes... (5 hours)
Implement character's abilities (15 hours)
Implement enemy hords (5 hours)
Final Alpha details and refinement of previous features (20 hours)
Game testing (5 hours)
Bug solving
Twitter management (1 hour)
Commits and work progress recording (2 hours)

[59 hours / 85 hours]

[26 days]

18 may : alpha --> all features finished

Sprint 8: 19 may - 1 june

Settle on final combat parameters through playtesting (2 hours)
Create and animated team logo (10 hours)
Create website for the game (15 hours)
Record a video of the game (8 hours)
Final Gold refinement of all features (30 hours)
Game testing (5 hours)
Bug solving
Twitter management (1 hour)
Commits and work progress recording (2 hours)

[73 hours / 80 hours]

[13 days]

1 june : gold --> all features polished and game finished