

Tabelle1

	Week:	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
Task	Date:	07.03.	14.03.	21.03.	28.03.	04.04.	11.04.	18.04.	25.04.	02.05.	09.05.	16.05.	23.05.	30.05.	06.06.	
<b>Milestones</b>																
Physical Prototype			■													
Functional Minimum							■									
Low Target									■							
Desired Target											■					
Final Release																■
<b>Engine</b>																
Look for best engine			A													
Learn how to use engine				ADM												
<b>Game-Logic</b>																
Artificial intelligence for enemies						A										
Player stats, control					D											
Collision detection					D											
Effects for obstacles									D							
Random events									D							
Improve enemy-ai									A							
Create game-menu (start screen, highscore)							M	M								
Create weapon-upgrade-menu										M						
<b>Assets</b>																
Player model, textures, animations				A	A											
First enemy model, textures, animations				A	A											
Create level					D	D										
Create level-obstacles								M	M							
Weapon model, texture					M	M										
Simple sound effects							D									
Create other four enemies										A	A					
Create remaining weapons										D	D					
Improved sound effects									M	M	M					
Particle effects								D	D							

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<b>Testing</b>															
Balancing												ADM	ADM		
Bugfixing phase												ADM	ADM		
Playtesting											ADM				
Create final presentation														ADM	
Create Trailer/Demo-Video														ADM	ADM