Schedule and Budget

February

> ➢ Revamp current version of Unity Project (9/20); beginning to separate sections for groupwork.
> ➢ Adjusting existing scripts and fixing current bugs in prototype version.
> ➢ Eliminating clutters of un-needed scripts and finalize the scripts needed for the project.
> ➢ Backtracking Unity files and creating backup saves to be shared with group members.
> ➢ Beginning levels (1-2) to be completed with functioning mechanics.
> ➢ Playtesting between all members.

March

> ➢ Animations for new weapon loadouts should be nearly complete.
> ➢ Mapping controls for weapon swapping and different bullet damage per weapon.
> ➢ Ensuring the player moves smoothly within the play space (basic mechanics running).
> ➢ Weapon damage (equipment addition may be implemented if enough time) to be considered and altered.
> ➢ Playtesting between all members.

April

> ➢ Implementing stronger and weaker enemies and have them scripted for different levels for difficult differences.
> ➢ Adjusting existing and new prefabs for player interaction (and new mechanic implementation).
> ➢ Feedback for enemy and player interaction (takes damage, loses health, heals, death, etc).
> ➢ Playtesting and Demo Structure Set-Up.

May

> ➢ Intensive playtesting for demo showcase by the end of May.
> ➢ Final touches, updates, and removals.
> ➢ Poster set up for culmination.
> ➢ Final presentation for culmination.

Budget

- Unity is a Free Game Engine that doesn't have a cost (unless our project becomes commercialized).
- 2/3 of the group members have functioning laptops in case City Tech isn't able to provide us with a laptop for presentation.
- Estimated Total: **$20 - $60** out of pocket budget for various outside assets and kits if needed.