Project:			Barb's Dungeon						
Date	Reference #	Milestone	Milestone Goal	Task	Task #	Responsible Team Member	Dependencies	% Completed	Comments
2/17/2024	D1	Getting Started	Begin implementing terrain generation, simple character movement, stats (HP, Mana), look into character designs, and audio inspirations	Begin PGE Dungeon	7a	Geoffrey	None	100	Research algorithms for generating random floors + start implementation
				Basic Character Movement	1a	Emi	None	100	Tempoary assets for testing
				Basic Character Combat	1a	Emi	None	100	Tempoary assets for testing
				Audio Research	9a	Danny	None	100	Look at Darren Korb
				Character Model/Select	A1	Heather	None	100	
				Start Room Type Design	7a	ALL	None	100	
				Create Stats	1d,1f	Zach	None	100	
				Style of UI Elements	E8	Eli	None	100	
2/24/2024	D2	Finalize Basic Design of Game	Finalize Room Types for PGE, design for UI Elements, begin adding variability to movement/ combat based on class, first samples of music, sprite sheet and begin animations	Start Character Animations	B1-B4	Heather	None	100	
				Finalize Room Designs	7a	ALL	None	50	
				PGE Dungeon	7a	Geoffrey	None	100	Generate random floors
				Variation to Movement	1a	Emi	None	90	Think about rolling
				4 Core Combat Strikes	1a	Emi	None	100	
				Music/Audio Samples	9a	Danny	None	100	Think about finding or making our samples
				Finalize UI Elements	E8	Zach	None	60	
3/2/2024	F001	Playable First Floor	Room types incorporated into PGE Dungeon, Character Selections, Some variablility based on character, basic enemy, first floor music	PGE Dungeon + Rooms	7a	Geoffrey	None	50	Generate random floors using finalized rooms
				Finish A Character Animations	B1-B4	Heather	None	100	
				First Floor Music	9a	Danny	None	100	
				UI For Character Select	E8	Eli	None	100	
				Finalize Core Combat	1a	Emi	None	100	
				Stats linked to Combat	1a	Zach	E8	25	Link combat strike to cooldown of mana
				Basic Enemy	2a	Emi	None	20	Interact with HP stats when hit
Plan for next week									
vision system									
inventory UI									
item drop system									
rolling animation									

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3/16/2024	D1	Finish up demo features	Finalize and start on system that are needed for the verticle slice demo. The goal of this week is to have all the major systems at least present in the game. This will set us up to test these system before further development.	Start Stamina	1d	Emi	None	100	should only take 20 minutes or less to add this
				Basic enemies	2b, 2a	Emi	None	100	
				Start Vision System	2b	Emi	None	100	
				Start Audio System	2b	Emi	None	100	
				Implementation Level 1 Rooms	7a	Geoffrey	None		
				Second Floor Music Production	9a	Danny	None	20	
				Start Skill Tree system	5b	Geoffrey	None		
				Rogue Art Sprite Sheet	10a	Heather	None		
				Test and iterate on values	5c	Zach	None	100	Add in default stats and upgraded stats per level up for each class
				Look over and fix all discovery feedback from first checkpoint	n/a	Zach	None	100	Updated the Narrative, Game Loops, Feature List, Technical Design Doc, and Asset List
				Start ability for some characters (knight)	7a	Geoffrey	None		
				Designing Level 1 Rooms	7a	Eli	None		
3/23/2024	D2	Finalize Basic Design of Game	The goal is to finalize now the systems and polish what worked well. Changes need to be made to systems that feel off and the game should be ready for the vertical	Finalize In Game UI Elements	11a	Zach	None	100	
				Start on UI elements for menus	11a	Zach	None	100	
				Complete Second Floor Music	9a	Danny	None		
				Start on sound effects	9a	Danny	None		
				Finalize character skill tree	5b	Geoffrey	None		
				Polish knight abilities	5b	Geoffrey	None		
				Implement basic items	3a	Emi	None	50	
				Finalize Vision System	2b	Emi	None	100	
				Finalize Basic enemies	2b,2a	Emi	None	100	
				Finalize Stamina System	2b	Emi	None	50	
				Finalize Audio System	2b	Emi	None	100	
				Start and finish NPC system	7c	Geoffrey	None		
				Wizard art sprite sheet	10a	Heather	None		
				Design item placements	7c	Eli	None		
				Design interactable placements	7c	Eli	None		
				Start mage abilties	5b	Geoffrey	None		
3/30/2024	F001	Playable First Floor	Complete the playable build of the first floor of the game with stats, skills, music, and combat. Make further advancements on finding/creating art, including animations and enemy models.	Add more details to skills, focusing on time active and damage dealt	5b	Zach	None	100	
				Stats linked to combat	1a, 1b, 1c	Zach	None	100	Make crits do 2x normal damage.
				Start Boss 1 Music	9a	Danny	None		
				Continue on sound effects	9a	Danny	None		
				Start Boss 1 Developement	2a, 2b, 2c	Geoffrey	None		
				Finalize Mage abilities	5b	Geoffrey	E8		
				Start and finish haste system	2c	Emi	None	0	
				Start and finish inventory system	3a	Emi	None	50	
				Start and finish rest system	7d	Emi	None	0	
				Start dialogue system	7c	Emi	None	10	
				Design enemy spawn rate	7c	Eli	None		
				Design enemy placement	7c	Eli	None		
				Continue implementions of sprites	10a	Emi	None	100	
				Implement basic interactable	3a	Emi	None	0	
				Ranger art sprite sheet	10a	Heather	None		
				Finalize room generation for level 1	7a	Geoffrey	None		

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