Project Milestone Time Plan

Project Milestone	Desired Start Date	Desired Completion Date	Submission Date	Date Started	Date Completed
Autumn Semester					
Initial Plan	03/10/2011	16/10/2011	16/10/2011	03/10/2011	16/10/2011
Project Background	**17/10/2011**	**14/11/2011**			
Space Invaders Research	17/10/2011	24/10/2011			
Game AI Research	24/10/2011	31/10/2011			
XNA Research	31/10/2011	07/11/2011			
Visual Studio IDE Discussion	31/10/2011	07/11/2011			
Requirements/Analysis	**07/11/2011**	**14/11/2011**			
Project Analysis	07/11/2011	14/11/2011			
Requirements	07/11/2011	14/11/2011			
Design	**14/11/2011**	**16/12/2011**			
CRC/Object & Classes	14/11/2011	21/11/2011			
Gameplay Design	21/11/2011	28/11/2011			
User Interface	28/11/2011	05/12/2011			
Player/Enemy	05/12/2011	12/12/2011			
Interim Report	17/10/2011	16/12/2011	16/12/2011		
Christmas Recess (17/12/11 - 8/1/12) & Examination Period (16/1/12 - 27/1/12)					
Spring Semester					
Implementation	**30/01/2012**	**19/03/2012**			
Xbox 360/PC					
Core Game Engine	**30/01/2012**	**20/02/2012**			
Initialize main game window	Completed Over Summer				
Draw main menu	""				
Add menu navigation and controls	""				
Draw player to the screen	""				
Add player controls	""				
Draw single enemy to screen	""				
Add basic enemy movement	""				
Draw multiple enemies to screen	""				
Add score and lives to screen	""				
Make multiple enemies move	""				
Draw a laser to the screen	""				
Make the laser move	""				
Allow player to fire lasers	""				
Draw barriers to the screen	""				
Add collisions between lasers and enemies	""				
Add collisions between lasers and barriers	""				
Update score when enemy is defeated & print to screen	""				
Add new rounds (after all enemies on screen are defeated)	""				
Increase enemy difficulty over time (I.e. between rounds)	""				

Draw mystery enemy to screen (i.e. randomly appears throughout the game)	30/01/2012	13/02/2012
Add mystery enemy to game	30/01/2012	13/02/2012
Draw enemy lasers	""	
Allow enemies to fire lasers	""	
Add collision between enemy lasers and player	30/01/2012	13/02/2012
Update player lives when player is killed	30/01/2012	13/02/2012
Draw high scores to screen after game has finished	13/02/2012	20/02/2012
Extra Content	**20/02/2012**	**19/03/2012**
Draw Game Over to screen when player loses	20/02/2012	27/02/2012
Add colaborative behaviour for enemies (Game AI element)	20/02/2012	27/02/2012
Allow enemies to fire lasers at player more rapidly in later rounds (Game AI element)	27/02/2012	05/03/2012
Allow enemies to break away and fly at the player (Game AI element)	05/03/2012	19/03/2012
Windows 7 Phone	**20/02/2012**	**27/02/2012**
All of the above with the following adjustments		
Move player by using touch input	Completed Over Summer	
Make the player fire laser using touch input	""	
Allow the game to pause and continue running in the background if a phone call is received	20/02/2012	27/02/2012
Optional Extra Content (Time Dependant)		
Bosses		
Power Ups		
Multiplayer		
Testing	**30/01/2012**	09/04/2012
Alpha	30/01/2012	19/03/2012
Closed Beta	19/03/2012	26/03/2012
Easter Recess (31/3/12 - 22/4/12)		
Open Beta	02/04/2012	09/04/2012
Evaluation	**09/04/2012**	**16/04/2012**
Conclusion	**23/04/2012**	**30/04/2012**
Final Report	**30/01/2012**	**04/05/2012**	**04/05/2012**
Spring Semester Examination Period (14/5/12 - 15/6/12)		
Project Viva		