## **Project Milestone Time Plan**

Project Background	Project Milestone	Desired Start Date	<b>Desired Completion Date</b>	Submission Date	Date Started	Date Completed
Project Background						
	Initial Plan				03/10/2011	16/10/2011
Same Al Résearch         24/10/2011         31/10/2011         07/11/2011         0				<mark>1</mark>		
NA Resarch   31/10/2011   07/11/2011   14/10/2011   07/11/2011   07/	Space Invaders Research	17/10/2011	24/10/2011	1		
	Game Al Research	24/10/2011	31/10/2011	1		
Requirements/Analysis	XNA Research	31/10/2011	07/11/2011	1		
	Visual Studio IDE Discussion	31/10/2011	07/11/2011	1		
Requirements  Design  Design  14/11/2011  16/12/2011  Sameplay Design  14/11/2011  28/11/2	Requirements/Analysis	07/11/2011	14/11/2011	<mark>1</mark>		
CR/Object & Classes	Project Analysis	07/11/2011	14/11/2011	1		
CRC/Object & Classes       4/11/2011       2/11	Requirements	07/11/2011	14/11/2011	1		
24/11/2011   28/	Design	14/11/2011	16/12/2011	<mark>1</mark>		
Ser Interface   28/11/2011   05/12/2011   12/12/2011	CRC/Object & Classes	14/11/2011	21/11/2011	1		
Palyer/Enemy Interim Report  Christmas Recess (17/12/11 - 8/1/12) & Examination Period (16/1/12 - 27/1/12)  Spring Semester  Spring Semester  Spring Semester  Town and in menu awigation and controls or awigation and controls or awigation and controls or awigation enemy to screen dadd palage enemy to screen dadd sosice enemy movement  Town worder and mittiple enemies to screen dadd sosice enemy movement  Town words and interior of the screen dake the laser move dake the laser move dake the laser move by aw abarriers to the screen  Walke muttiple enemies for screen file lasers  Walker provided the screen file alsers  Walker provided file alsers  Walker provided of the screen file alsers  Walker provided file alsers  Walker provided file file file file file file file file	Gameplay Design	21/11/2011	28/11/2011	1		
Try10/2011 16/12/2011  Christmas Recess (17/12/11 - 8/1/12) & Examination Period (16/1/12 - 27/1/12)  Spring Semester  Spring Semester  30/01/2012 19/03/2012  Abox 360/PC  Core Game Engine	User Interface	28/11/2011	05/12/2011	1		
Christmas Recess (17/12/11 - 8/1/12) & Examination Period (16/1/12 - 27/1/12)  Spring Semester  Spring Semester  Sport Semester  Spring Semester  Sport Semester  Spring Spring Semester  Spring Spr	Player/Enemy	05/12/2011	12/12/2011	1		
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  Oraw main menu Add menu navigation and controls Oraw player to the screen Add player controls Oraw single enemy to screen Add player controls Oraw milliple enemies to screen Add score and lives to screen Add	Interim Report	17/10/2011	16/12/2011	16/12/2011		
Implementation  Xbox 360/PC Core Game Engine  Completed Over Summer  Completed Over Summer  Core w main menu  Add menu navigation and controls Oraw player to the screen  Add player controls Oraw single enemy to screen  Add basic enemy movement Oraw multiple enemies to screen  Add score and lives to screen  Add score and lives to screen  Make multiple enemies move  Oraw alaser to the screen  Make multiple enemies move  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen  Allow player to fire lasers  Oraw barriers to the screen	Christmas Recess (17	/12/11 - 8/1/12) & Examination Period (16/1/12 -	27/1/12)			
Xbox 360/PC Core Game Engine  Completed Over Summer Completed Over		Spring Semester				
Core Game Engine  Completed Over Summer  Comp	Implementation	30/01/2012	19/03/2012	2		
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 soer and lives to screen  Add soer and lives to screen  Make multiple enemies move  Draw a laser to the screen  Make putiple enemies move  Draw a laser to the screen  Make the laser move  Allow player to fire lasers  Draw barriers to the screen  III  III  III  III  III  III  III	Xbox 360/PC					
Park main menu Add menu navigation and controls Park player to the screen Add player controls Park single enemy to screen Add basic enemy movement Add basic enemy movement Add score and lives to screen Add score and	Core Game Engine	30/01/2012	20/02/2012	<mark>2</mark>		
Add menu navigation and controls Oraw player to the screen Add player controls Oraw single enemy to screen Add basic enemy movement Oraw multiple enemies to screen Add score and lives to screen Add score and lives to screen Add score and lives to screen Make multiple enemies move Oraw a laser to the screen Make provent Make the laser move Allow player to fire lasers Oraw barriers to the screen  Make screen Make screen Make screen Make the screen Make screen Make the screen Make screen Make the screen	Initialize main game window					
Add player to the screen Add player controls Oraw player to screen Add player controls Oraw single enemy to screen Add basic enemy movement Oraw multiple enemies to screen Add score and lives to screen Add score and lives to screen Make multiple enemies move Oraw a laser to the screen Make player to the screen Make the laser move Allow player to fire lasers Oraw barriers to the screen Make the screen Make the screen Make the screen Make the laser move Make the laser move Make the laser move Make the screen Make the scree	Draw main menu	пп				
Table player to the screen And player controls The pray single enemy to screen And basic enemy movement The pray multiple enemies to screen And score and lives to screen And score and lives to screen And score and lives to screen And wake multiple enemies move The pray may be a laser to the screen The pray may be a laser to the screen The pray	Add menu navigation and controls	пп				
Add basic enemy to screen Add basic enemy movement Craw multiple enemies to screen Add score and lives to screen Make multiple enemies move Craw a laser to the screen Make the laser move Allow player to fire lasers Craw barriers to the screen  "" "" "" "" "" "" "" "" "" "" "" "" "	Draw player to the screen	пп				
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 player controls	пп				
Take the laser move  Allow player to fire lasers  Draw barriers to the screen  ""  ""  ""  ""  ""  ""  ""  ""  ""	Draw single enemy to screen	пп				
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 basic enemy movement	пп				
Make multiple enemies move ""  Draw a laser to the screen ""  Make the laser move ""  Allow player to fire lasers  Draw barriers to the screen ""	Draw multiple enemies to screen	ш				
Draw a laser to the screen  Make the laser move Allow player to fire lasers Draw barriers to the screen  "" "" "" "" "" "" "" "" "" "" "" "" "	Add score and lives to screen	ш				
Draw a laser to the screen  Wake the laser move  Allow player to fire lasers  Draw barriers to the screen  ""  ""  ""  ""  ""  ""  ""  ""  ""	Make multiple enemies move	ш				
Value the laser move  Allow player to fire lasers  Draw barriers to the screen  "" ""	Draw a laser to the screen	ш				
Draw barriers to the screen ""	Make the laser move	пп				
Draw parriers to the screen	Allow player to fire lasers	ш				
dd collicions between lesers and enemies	Draw barriers to the screen	ш				
and compositions between lasers and energines	Add collisions between lasers and enemies	ш				
Add collisions between lasers and barriers ""	Add collisions between lasers and barriers	ш				
Jpdate score when enemy is defeated & print to screen	Update score when enemy is defeated & print to screen	ш				
Add new rounds (after all enemies on screen are defeated)	Add new rounds (after all enemies on screen are defeated)	ш				
ncrease enemy difficulty over time (I.e. between rounds)	Increase enemy difficulty over time (I.e. between rounds)	ш				

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	1111		
Allow enemies to fire lasers	пп		
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	IIII		
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)			
osses			
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	
	cess (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	2 1 12 7 12 2 1 2
Final Report	30/01/2012	04/05/2012	04/05/2012
Spring Semester Exan	nination Doriod (11/E/17) 1E/E/17)		
Project Viva	mination Period (14/5/12 - 15/6/12)		