

2018

Planned schedule for 2018 (also included the progress update for each of the tasks (Simple Peer Review Artifacts) in highlighted text)

Week 2-3 (Jan 29 - Feb 11) (Sprint 1 2018)	Integrating AR (Update: Integration failed. We will pushed the AR integration for another time and develop other parts of the game first)
Week 4-5 (Feb 12 - 25) (Sprint 2 2018)	Getting the mechanism to spawn more toons (Update: Spawning mechanism done! New toons can be spawned from the item VintagePC in the game)
Week 6 (Feb 26 - Mar 4) (Sprint 3 2018)	Implementing the scoreboard UI and getting the mechanism to win the game (Update: Scoreboard UI implemented and works! Winning game mechanism still need review)
Week 7 (Mar 5 - 11) (Sprint 3 2018)	Implementing proper attack mechanism (Update: Attack mechanism updated and done! Each toons have their own health points. No more one-hit kill)
Week 8 (Mar 12 - 18) (Sprint 4 2018)	Creating new maps (Update: No new maps. But we have new idea to create more collectable items to be spawned into the game so that player can get those to increase the score and implement those instead in this week)
Week 9 (Mar 19 - 25) (Sprint 4 2018)	Finalizing UI (Update: UI works alright. Also included new screen to be shown when the game session is finished. Improvise attack mechanism to make better use of toon's health points (More details on the new mechanism is on the Project Design document))
Week 10 (Mar 26 - Apr 1)	Documentation

(Sprint 5 2018)	(Update: The team got back into the AR implementation and we finally made it using Unity's Vuforia instead of Google's ARCore)
Week 11 (Apr 2 - 8) (Sprint 5 2018)	Full-scale testing and debugging (Update: Minor graphic update on attack mechanism. The toon will now launch a bullet when attacking other toon. The initial toon spawning needs review since the toons got spawned on the air. Also, all the object on the playing field fell down to infinity when player's camera lost contact with the map)
Week 12-13 (Apr 9 - 22) (Sprint 6 2018)	Debugging based on the previous testing result (Update: Need some indication to pop up when the game has finished. Update on characters' visuals so we will use these improved models instead.)
Week 14-15 (Apr 23 - May 2) (Sprint FINAL)	Finalizing the whole project and preparation for final presentation (Update: Finally the end of the project. Good job, guys!)

2017

Planned schedule for 2017 (and Sprint Retrospective as highlighted)

Week 2-3 (Sept 4 - 17) (Sprint 1)	Project idea brainstorming & idea pitching. (Update: Several project ideas got brought up by team members but we all agree on the idea of Turn-based Strategy 3D Game (example: Fire Emblem series))
Week 4-5 (Sept 18 - Oct 1) (Sprint 2)	Listing out project requirements and adding more details onto the project (Update: Additional idea to implement Augmented Reality to the game. Successfully building the base of the project)
Week 6-7 (Oct 2 - 15) (Sprint 3)	Have a working basic functionality of the game (Update: Basic 3D model of the character have been created (will keep on designing the model by time). The ability to move the toon around the playing field and simple attack also successfully implemented)
Week 8-9 (Oct 16 - 29) (Sprint 4)	Create a website to introduce the game (Update: Website created with simple template as the base for the upcoming updates. Also, everyone in the team undergoes a crash course for all of us to have better idea on how to use Unity so that everyone could contribute to the project in higher pace)
Week 10-11 (Oct 30 - Nov 12) (Sprint 5)	Implementing basic attack animation (Update: Couldn't managed to implement "Rock-Paper-Scissors" attack mechanism yet but the other part of the mechanism have been successfully implemented (winner toon takes the position of the destroyed toon (similar to chess)))
Week 12-13 (Nov 13 - 26) (Sprint 6)	Improvising game's visual aesthetics (Update: Couldn't managed to get the initial 2D characters design turned into 3D models (no one in the team have any experience building complex 3D models) so we turned around to community-build public 3D models instead. The priority now is getting the game works first. The UI and visual aesthetics can be worked on in later stages of the project)
Week 14-15 (Nov 27 - Dec 10) (Sprint 7)	Getting the basic functionality of the game to work in preparation for 2017 Final Presentation (Update: Part 1 of the project built successfully. Game is playable with basic functionality, but visual-wise still have a lot to worked on in Part 2 of the project (2018))