

## ACTUA FOOTBALL

### Completion Schedule 19/1/94.

Compiled by Andy Findlay, Laurent Noel, Neil Archibald.

#### Andy's Stuff...

(1) General player intelligence.	1 wk.
(2) Intelligence linked to animation.	3 wks.
(3) Game rules and officials.	1 wk.
(4) Music and sound f.x. implementation	2 wks.
(5) Replays and match recording.	1/2 wk.
(6) Dynamic camera views.	2 wks.
(7) User interaction.	2 wks.
(8) Network Control implementation.	1 wk.
(9) Match video screen handler.	1 wk.
(10) Spot feature intelligence.	3 wks.
(11) Substitutions.	1/2 wk.
(12) Additional features (vary refs etc.)	1 wk.
Total...	18 wks.

#### Neil's Stuff...

(1) Front end and league, cup settings.	10 wks.
(2) Graphics converter and lbm loader.	1 wk.
(3) Dialogue interface for in game.	2 wks.
(4) Graph display and stats.	1 wk.
(5) Save and load games.	1 wk.
(6) Implementing in-game options.	2 wks.

#### Laurent's Stuff...

(1) Player rendering.	2 wks.
(2) Strip colour mapping.	1 wk.
(3) Improving pitch routine.	2 wks.
(4) Wire-frame models (implementation).	2 wks.
(5) Tweening.	1 wk.
(6) 3d studio converter.	1 wk.
(7) Pitch deterioration.	1 wk.
(8) Weather, lightning etc.	2 wks.
(9) Animated textures.	1 wk.
(10) Different stadia.	1 wk.
(11) Network link-up.	4 wks.
Total...	18 wks.

