***Beta 1 Process: Time Table and Milestones***

***Group Communication;***8th of February;  
 **1. First meeting is set up. Game structures, characteristics and features has been hashed out.  
 2. Observable tasks and jobs has been noted.  
 3. For planned operation, a Trello page has been created.**9th of February;  
 **1. Team members has been assigned to various tasks.  
 2. A collective database has been set up for team members’ shared usage.**  
13th of February;  
 **1. Second meeting has been established to further discuss the game mechanics.**  
  
***Modelling Process;***  
10th of February;  
 **1. Example assets has been uploaded to Trello for better design.**  
12th of February;  
 **1. Road model has been created, received and uploaded to database.**  
16th of February;  
 **1. User Interface design has been created, received and uploaded to database.  
 2. Boost Icons has been created, received and uploaded to database.  
 3. Building design has been created, received and uploaded to database.**

***Gameplay Mechanics;***14th of February;  
 **1. Movement system for player model and AI model has been created.**  
 *- Speed and accelaration systems have been created depending on the player’s tilt density.  
 - Collision detection on walls has been added.  
 - Spark and explosion effects on collision have been created, their threshold has been defined.  
 - Rotation system has been added, depending on the density of tilt.*  
16th of February;  
 **1. Tilt movement calibration mechanism has been added.**  
 *- Maximum values and minimum values of acceleration and speed has been defined according  
to the tilt mechanism. Relation between acceleration and speed has been defined depending on the tilt mechanism.*  
 **2. Dynamic camera system has been added.**  
 *- Depending on the tilt and the existence of an AI controlled asset, camera location is designed to be change.*  
 **3. Mechanism that provides allows users to receive boost in-game has been designed.**  
 *- Boost collision detection has been implemented.  
 - Boost increase and decrease mechanisms has been implemented depending on user’s usage of boosts.*  
20th of February;  
 **1. Enemy AI has been implemented.**   
 *- AI’s assets movements, that are passing the player and blocking the player has been  
implemented. This movement starts slow and increases over time to the level that player will be left behind of AI asset. Camera movement has been polished for clear observation of the AI asset.*21th of February; **1. Flare System has been implemented.**  
 *- A flare mechanism that damages the player once player collides with flare has been implemented. Flare follows AI asset’s path throughout the asses time of existence.*

***Environment Process;***13th of February;  
 **1. Obstacle spawn mechanism has been created.**  
 *- Obstacle spawn mechanism has been arranged so that obstacles are going to spawn randomly   
in an interval of decided frequency. Locations that obstacles spawn are randomly generated.*  
14th of February;  
 **1. Light positioning system has been created.**  
 *- Depending on the models’ location and their movement, lightning is dynamically created and updated. These models include environment, player and road.*  
16th of February;  
 **1. Road spawn mechanism has been added.**  
 *- Depending on the current stage of the game, change of road type has been implemented.  
 - Endless road spawn mechanism has been implemented.*  
20th of February;  
 **1. Road narrowing system has been created.**  
 *- Depending on the stage of the game and the existence of an AI asset, road narrowing system is implemented to take place.*  
 **2. Portal System has been created.**  
 *- Player’s displacement of the road through the portals has been implemented. Players are teleported to the opposite side of the road when they go into a portal.*  
 **3. Portal spawn system has been implemented.**  
 *- Depending on the existence of an AI asset and the size of the road, portal system is implemented to spawn.*

***Program Section;***