Tempest Trace Plan Actual % Complete Actual (beyond plan) % Complete (beyond plan) Day Highlight: # Timothy Gywnn Activity responsibility: Jacques Heunis Brian Mc George PLAN ACTUAL ACTUAL PERCENT ACTIVITY START DURATION START DURATION COMPLETE REQUIRES PERIODS 2015/08/09 2015/08/16 2015/08/23 2015/08/30 2015/09/06 2015/09/13 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 Level 85% 1 Level design 19 19 2 Base level creation 70% 4 20 4 20 3 Level geometry exporter 0% 25 3 25 3 4 Prop integration 16 13 16 13 50% 5 Level polish 30 14 30 14 0% 2,4 Character 6 Character movement controller 95% 6 11 6 11 7 Character sounds 0% 17 2 2 17 8 Character animation controller 5% 17 12 17 12 9 Two player split screen 0% 22 4 22 4 10 Checkpoints 100% 15 3 15 3 11 Respawn 15 3 15 3 100% 12 Motion Blur 25 25 2 0% 13 Head bob 25 5 25 5 0% 14 Smoke bomb 0% 19 7 19 7 Artificial intelligence 15 Base agent Al 5% 22 22 16 Drone Al 0% 29 14 29 14 15 0% 17 Sniper Al 29 29 9 15 Head-up display 18 Dynamic movement 100% 17 3 17 3 19 Position 50% 17 17 10 10 20 Time 100% 17 3 17 3 Miscellaneous 21 Sniper visual effects 5 37 0% 22 Drone visual effects 0% 40 5 40 5 23 Aircon steam release 9 5 9 5 100% 24 Intro flyover deployed 0% 25 25 3 3 2 25 Intro flyover script 2 2 2 2 100% 26 Menus 0% 10 40 10 27 End game screen 0%

40

29

28 Game music transitions

3

40

29

3

0%