Radio Rideshare – Proposal and Work Schedule

Milestone dates and estimates of expectations:

1. **October 14** – The proof-of-concept milestone. At this point, we hope to have various major aspects of the game working – a scene, the car, controls, obstacles, etc.

2. **November 6** – The proof-of-concept completion milestone. We should have most of the major functionality completed by this point, but this milestone date gives us padding to iron out what may turn out to be more difficult concepts. Current expectations for things that could fall to this date include the level editor and menu screens, for example.

3. **November 20** – The extended functionality milestone. By this date, we plan to have at least one working level. Taking everything from milestones one and two, we hope to put together our main ideas and have some form of a deliverable ready by this date.

4. **December 4** – The creative input milestone. At this point, all individual main components should be done and implemented, with only minor bugs - if any – left to be ironed out. At this stage, our focus would shift to creative work: designing our own levels, making the game look better, making aesthetic decisions, etc.

5. **December 18** – The final check-in. We expect to have a working prototype of the game at this point, with some form of level editor as well as a couple of example levels. The work corresponding to this stage would be mostly finishing touches – organizing our repository and workspace, cleaning up our levels, and getting a presentation ready.

While some of these goals are rather optimistic, we will still put our best foot forward in making sure that as much gets done as possible. Future reconsideration of our goals may be warranted. However, as it stands, we see these goals to be reasonable and reachable by our team.

October 14: Proof-of-Concept

Our ideal game has a working level editor, a few levels, and a strong artistic style. However, all these must come after basic functionality. First, we must work to accomplish the proof-of-concept goals.

Main goals of this milestone include car functionality, a basic implementation of the level editor, a mapped and practically finalized control scheme, and an array of obstacles. Nothing at this stage is expected to be fully completed or ready for deployment, but the goal is to have them working in some capacity to pave the way for later stages which build off these early implementations.

The premise of this stage is to get us off the ground. Ultimately, if we realize that some aspect of these early goals is too grand in scale, we will likely push it specifically off to later due dates. Nonetheless, us trying to address each of these needs in some way or another is the real objective fueling this milestone. If something is significantly more complex or requires more consideration and research than we originally believed, we want to figure that out now. If we broke our milestones into getting full functionality for individual pieces at each stage, we could end up falling behind in huge ways due to early oversights of difficulty.

By having this stage essentially be us testing the waters for every major aspect of the game, we are allowing ourselves to catch overly optimistic concepts early. Our team fully expects that because of this stage, we not only achieve many of the base functionalities we set out to, but also that we reconsider and revise our expectations going forward. In essence, the true outcome of this stage may be obvious by edits we make to our later milestone expectations.

November 6: Basic Completion

At this point, our team expects to have a clear roadmap for the rest of the semester. We should, by now, have touched base on every serious aspect of the game, and considered how heavily we should weigh them into our workflow going forward. Now comes the time to fulfill some – if not all - of the promises we made for the first milestone.

Major goals for this milestone: serious progress on the level editor, menu screens, gameplay finalizations, finished assets (cars, users, obstacles, roads), and some degree audio and soundtrack implementation.

Again, this is one of our introductory stages. However, this marks a rough midpoint in the semester, meaning that by now we should have a very good grasp on what we expect to accomplish. Our true goal for this stage is implementing the functionality that we can reasonably expect after having reconsidered our capabilities in milestone one.

If something at this point is considered even more complex than we originally thought and revised in milestone one, we would have to take it to a higher level and consider our route forward with the game, potentially sacrificing some of our original goals. However, this is *not* something we plan or hope to consider. However, this must be addressed in some form now while we plan our roadmap.

Taking a step away from expectations, we do plan to have whatever working functionality we can at this point. A scene, finalized animations, the car, and menu screens are all reasonably achievably by us, and we expect to have as many deliverables as possible by this point. The point here is not to continue pushing off objectives, but rather consider what we can accomplish with our remaining time and doing so to the best of our ability.

November 20: Extended Functionality

The ball has been rolling for quite some time at this due date. While previous stages were still considering what we can achieve and by when, this stage marks the end of that point. Here, we focus on deliverables. The extended functionality milestone means having some early form of a deliverable prepared. Be that a level, a level editor, or some new deliverable we consider later, we want to have something to point to and say "this works" by this date.

Main goals for this date include having a basic functionality behind our game, *having* a "game" ready to alpha/beta test, and having our ideas and expectations completely finalized before the start of this phase.

Since this is quite a way down the road, we cannot say with certainty what we expect to have to work on specifically for this milestone. That may come at a later date. By the end of this milestone, we at least guarantee a "prototype".

December 4: Creative Input

In the previous milestone, we focused on the last bits of our functionality before having a prototype. At this due date, we expect to have completed the basic functionality and now move on to the creative aspect of the game.

Goals for this milestone are limited to things that focus more on creation rather than development. That means art style decisions; level design; soundtrack, music, and score; main menu finalizations; aesthetic choices.

Until now, we focused on getting the game to work how we wanted it to. The focus of this milestone is to make the game *look* how we want it to. If this means deciding on a color

scheme, creating custom design aspects to fit our world building, or just creating a storyline, that will go here. Things before this stage focus on raw functionality, while this stage on its own is focused on helping us polish the game regarding user interface and aesthetics.

December 18: Final Check-In

The final check-in requires a very different consideration than previous milestones. There is likely not much real work that can be done in these last few weeks. The remainder of this time will be tying up any loose ends and finalizing the remains of our workload. From here, we would focus on presentation aspects.

Goals for this stage include final debugging, tying loose ends, finishing up any aesthetic work, closing off all straggler-issues from GitHub, and creating and preparing a presentation for the final deliverable date.

This is the end of the road, and by this point we hope to have a game that we can proudly stand in front of and discuss with our peers and supervisors with as many of the goals we originally set out to complete being behind us. The real goal at this stage could be simply put as "contentedness". Whatever the case, the work we do up until this stage will be most evident with our final deliverable, which we should have checked into GitHub and organized for a final presentation by this date.