**Milestone, Payment Schedule, General deliverables**

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| **Milestone #** | **Description of Services** | **Status** | **Milestone Due Date** |
| **1** | **Pre production**   * Design of Kodu Levels are completed * Design of Kodu Engineering is completed * Kodu Language tile grammar is reviewed and approved * Visual Art Designs for in-game objects completed and approved * Sound Designs are scoped and prepared. * Agreement with NASA/JPL, Microsoft on Education Curriculum design. |  | June 15th |
| **2** | **Code and Content Complete**   * Development of 4 levels is completed. * Development of in-game Kodu Objects completed. * Engineering features are completed and approved by Microsoft/NASA * Final Art, Audio, Text are implemented. * Game is ready for rigorous testing and review. |  | June 25th |
| **3** | **ZBR**   * All bugs identified are fix. * Final build is delivered to Microsoft. * All source code is checked in |  | June 29th |
| **Total:** |  |  |  |
| **Kodu and NASA/JPL features : Smoking Gun Expectations**  **Game Design:**  **4 Levels, covering 4 different experiences:  All designs are ‘rough ideas’ and open to**  **Level 1:** 90 second experience, similar to “moon lander”.  2d view, player must navigate and inspect rocks before time runs out.  **Level 2:** 1 hour experience that “teacher” can teach.  Idea would be rock-hunt, looking at different rocks, exposing interesting rocks ignoring others;  return the most points before time runs out.  **Level 3:** 2 hour teaching experience.  Create a level that exposes different ‘stratra’ through layering of Kodu graphical elements.  Goal is then to program rover to autonomously explore areas, with different interactions with different soil types.  **Level 4**:  4-5 hour teaching experience. Build level which exposes kids to researching, designing, identifying, and exploring a new world.        Level goals:  Smoking gun delivers pre-built, fully functional, approved(NASA/Microsoft) levels.  Levels will showcase elements of Mars rover “curiosity”, but also lead kids to learn and explore how rovers interact with planetary and geological sciences.  **Art Design:**  **Rover Design**:  Design tiles and object in-game for Kodu Rover.  It will be Kodu-esque in style, but contain Curiosity-elements, such as 6-wheels, a mast, and sound characteristics.  **Tile Design**:  2-3 new tiles are proposed and will be engineered. As a part of this, Kodu tiles needs to be created which represent these designs (eg: **Inspect**, **Beam**, **Photo**)  **Sound Design:**  Sounds associated with the rover, along with new tiles, will be required.  **Engineering:**  **Rover Object:**  Rover object will be implemented into the Kodu game.  This includes tiles, object, and associated animations with the object (rover movement, rover inspection, rover camera shots)  **Tile Language:**  As a part of NASA/JPL educational curriculum, we need to add in a few titles specific to Rover.  These Tiles will include the Kodu Language and functionality (Inspect, Beam, Photo).  **Language Features:**  One new language feature is proposed (End of Path).  **Bug fixes:**  It is expected all bug fixes are completed.  **Level Creation:**  All levels created in Kodu will also be engineered with Kodu Programming.  This will be completed either by Design or Engineering, and shipped as a part of the full game.  **Credits:**  Updating and adding individuals who worked on this project would be great, but not required.  What is not expected:   * **Localization work:** All localization, if this should be done, will be by Microsoft. * **Education curriculum:** This will be handled between NASA & Pat Youngpradit.  Smoking Gun’s input is appreciated. * **Web site work:**Smoking Gun is not expected to add any additional website work. * **Signing final build:** While we expect Smoking Gun to signoff, final building signing and propping will be completed by Microsoft. * **TCR testing:** Because this is a PC build under the “technical preview”, formal TCR testing is not required.  However, feature-specific testing will be requested and reviewed. | | | |