

## **Milestone Document**

EGP 310 | Section 01 | Sprint 1

Nicholas DaCosta & Conner Root

### Week 11 (4/1 – 4/5)

- Game Design Document draft (Nick)
- Technical Design Document draft (Conner)
- Milestone schedule (Conner)
- Division of responsibilities (Both)
- Tech demo (Nick)

### Week 12 (4/8 – 4/12)

- Revise Design Doc (Nick)
- Revise Tech Doc (Conner)
- New Interface / UI
- Pac-man movement
- Basic walls to test

### Week 13 (4/15 – 4/19)

- Pellets added
  - At least the point value for the power pellet
- Ghosts added
  - Move around; not chase
  - Kills player when they collide
- Most of maze implemented

### Week 14 (4/22 – 4/26)

- Rest of Maze added
  - Tunnel if possible
- Scatter mode implemented
- Begin to transition to new Graphics Library if haven't already

### Week 15 (4/29 – 5/3)

- Bug fixes
  - Regular mechanical issues
  - New library issues
- Final deliverable

- Post-mortem/reflection doc
- Presentation