# Development Milestones

## Milestone 1

Decide upon game design  
TEST – Majority of team agreed on one single game design

**Milestone 2**Finalise Game Design  
TEST – Working design document produced, majority of team happy with design

**Milestone 3**Produce Game User Interface  
TEST – User Interface finalised

**Milestone 4**Produce Separate Components

* + Game will be split into several smaller units
  + Unit testing carried out by programmers
  + TEST - This deliverable will be met when all unit tests are passed

**Milestone 5**Produce Beta Version Of Game

* + The first time all units compiled together
  + Inevitable it will contain some bugs
  + TEST - This deliverable will be met when executable given to designated testers

**Milestone 6**Produce Final Version Of Game

* + The release version of the game
  + Can only be delivered when game has passed all tests
  + This will be given to the Client

TEST – All testing completed, game meets design