Progress report:

Currently the project is on track but on the critical path. Rather than referring to the original proposal, we will use our milestones as a marker of progress. For reference, I have added a PERT chart of our milestones. We set out to have the story-line complete by October 16th which was easily met. We then began the construction of our client, with the fundamental functionality for milestone 1. This was completed before the expected date, and went through a series of acceptance tests to make sure we have been hitting our design goals of scalability and reliability. Currently, we are in the process of implementing milestone 2, the multiplayer and item update. This is taking longer than expected due to the complicated fashion that is multiplayer game design. We've continually been researching the best approaches and looking at similar games implementations. We determined the best way moving forward was to break apart functionalities into groups, and assign tickets (or tasks) to each member for one group of functionality. We have only broken apart milestone 2 into tickets until we have the multiplayer working, and will further break down the milestones into tickets once multiplayer is working on the fundamentals of the game. In summary, we completed our fundamentals which include the player, basic enemies, a weapon, a spell, and all the factors that make the world (tiles, maps, backgrounds, and collision detection). On our current route we should reach completion of all milestones, but if necessary we will move the music and the extent of our gameplay flush out (size of world/ number of entities, etc..) into future development. Overall, we are doing well, participating evenly, and being proactive with research and testing while still hitting our deadlines.

Please see the next page for the PERT chart depicting our expected deadlines

Milestone Overview
PERT Chart

Critical Path;

Non-critical path

Start

Milestone 0: Storyline	
001	13 days
3 Oct 2019	16 Oct 2019
Responsible	

Milestone 1: The Fundamentals	
002	34 days
15 Oct 2019	18 Nov 2019
Responsible	

Milestone 2: Multiplayer / Items	
003	55 days
16 Oct 2019	10 Dec 2019
Responsible	

Milestone 5: Music + Optimization	
005	21 days
22 Feb 2020	14 Mar 2020
Responsible	

Milestone 3: Flushing out Gameplay	
004	21 days
30 Dec 2019	20 Jan 2020
Responsible	

Milestone 4: Quest Overhaul	
006	21 days
16 Oct 2019	6 Nov 2019
Responsible	