PMO Milestone Schedule

# ~~Milestone 1~~

Completed - 12:39, 13/04/2008

* ~~Basic code design outline.~~
  + ~~Including basic Use Case and Class diagrams.~~
  + ~~Outline how the code will fit together.~~
  + ~~Outline the game in a design document.~~
* ~~Produce basic placeholder images.~~
  + ~~Try to avoid including animation frames unless they are really basic.~~
* ~~Solution set up with Xen Engine & HGE Engine.~~
* ~~Set up shared and core classes to access data across the game.~~
* ~~Implement basic map rendering system.~~
* ~~Implement basic menu system.~~ 
  + ~~Use placeholder graphics at this time.~~
* ~~Implement splash screen with SAPIAN and/or Creative Disorder logo.~~
* ~~Transfer collision system from PPE.~~
* ~~Transfer metadata system from PPE.~~

# Milestone 2

* ~~Finalise code design with any new issues/ideas.~~
* ~~Finalise prototype images.~~
* ~~Implement the character control system.~~
  + ~~Swappable character type.~~
  + ~~Map centring and scrolling.~~
  + ~~Other characters rendering on the map.~~
  + ~~Map visualisation masking for ghosts.~~
* ~~Integrate network library.~~

# Milestone 3

* Add advanced map features to the game.
  + ~~Ghost bases.~~
  + ~~Warp fields.~~
  + Power pellets & eating ghosts.
* ~~Implement a very basic lobby screen.~~
* ~~Get connections/disconnections implemented.~~
* Implement a very basic character select screen and host/join screen.
* Add the inventory to the game.

# Milestone 4

* Integrate basic networking features into the gameplay.
* Add ping features and possibly voice chat to the lobby.
* Implement the radar system.
* Add menu sound and music into the game.
* Implement simple Ghost and PacMan AI.
* Add Powers and Traps.
* Network the lobby with text chat.

# Milestone 5

* Add in game sound and music.
* Add in secure play online.
  + Only update when in a small radius of the player character.
* Implement sell text screen.
* Implement the tutorial screen.
* Polish all other features ready for a release.
  + Implement transitions to and from various screens.
  + Add pausing and pause menus.
  + Add connection/disconnection messages and online game chat.
  + Polish some of the important game graphics.
* Create a demo with 1-5 levels.
* Release as closed alpha then closed beta.

# Milestone 6

* Create many more levels.
  + Possibly with the addition of a map editor.
* Finalise all the graphics and re-test it all.
* Finalise all sound effects and music.
* Polish Ghost and PacMan AI.
* Add metadata encryption.
* Release the first revision with STANDARD and PRO versions.
  + Standard will include the basic game and splash screens which cannot be closed.
  + Standard has restricted level count.

# Milestone 7

* Integrate some stats recording and matchmaking with the website.
* Add in the tutorial screens to the menu.
* Implement an options screen where preferred settings can be set and changed.