

RKMD Game Programming Team Milestones & Schedule

Predefined features that will exist at each Milestone.

- Milestone 1 – **First Walk and Talk**: Key/Core feature(s) demonstrable.
 - 12th October 2020 (Monday week 11)
 - Movement
 - Jumping
 - Platforms
 - Camera following player
 - Basic user interface
- Milestone 2 – **Alpha**: Playable game demonstrable, bugs may be present.
 - 16th October 2020 (Friday week 11)
 - Powerups and coins in game and collisions implemented
 - Particle effects present
 - Main animations present
 - Kiwi movement and shooting mostly complete
 - Some enemies present
 - Game can be lost is re-playable with restarting the application
- Milestone 3 – **Beta**: Feature-complete game demonstrable, minor bugs may be present.
 - 19th October 2020 (Monday week 12)
 - Other required game states beyond game play state
 - Most sound and art present, some stand-in assets still present
 - Coins and height travelled being recorded and presented to the player in HUD
 - All enemies present
 - All animations present
 - All particle effects present
 - Splash screens present
 - Main menu + sub menu interfaces present
- Milestone 4 – **Gold**: Feature-complete game.
 - 23rd October 2020 (Friday week 12)
 - All required art assets present
 - All required sound assets present
 - All features planned for in GDD and TDD present

Individual Task Allocations:

- Detailed production schedule suitable for the team's development methodology.
- Activities to accomplish within a given time frame.

Kadin:

- Sections
- Platforms
- Data-driven design tools
- Player sprites
- User Interface
- Section Scrolling

Maya:

- Enemies
- Enemy AI
- Player functionality
- Jumping
- Player Physics

Robert:

- Animated sprites
- Player functionality
- Player States

Devin:

- Basic player class with data
- Game state machine
- Powerups
- Particles

TEAM SIGN OFF

All team members agree with the content in this Schedule for RKMD game.
Date signed: Friday 2nd of October 2020.

Maya Ashizumi-Munn:

A handwritten signature in black ink, appearing to be 'MA' followed by a stylized flourish and a period.

Kadin Honeyfield:

A handwritten signature in black ink, consisting of a large, stylized 'K' followed by a horizontal line.

Devin Grant-Miles:

A handwritten signature in black ink, featuring a large, stylized 'D' followed by a horizontal line.

Robert Dumagan:

A handwritten signature in black ink, consisting of a large, stylized 'R' followed by a horizontal line.