Team Milestone Report

Milestone 0

Team Name: Sang Rin

Game Name: MANZO

Milestone: 0

Score: _____/67 pts

1) List all team members and their roles. (1 pt)

Gyuwon Na	Tech lead
Won Kim	Art lead
Seokhwa Hong	Test lead / sub art & audio
Seohyeon Min	Producer / sub art & audio
Jiyeop Kang	Level designer

2) Simply explain the team's structure and organization. (2 pts)

Our team has a flat and equal structure, where everyone is on the same level. This allows us to have open, comfortable communication, where all members can share ideas freely without hesitation.

3) Give a 3~5 sentence description about your proposed game's gameplay. (5 pts)

Our game is a rhythm-based exploration set underwater, where players move in sync with the rhythm by clicking in the desired direction. As the player dive deeper, they follow mysterious Morse code signals that lead them to strange fish. These strange fish seem to be hiding secrets about the missing grandmother. The shallow waters are bright and playful, but the deeper you go, the darker and more unsettling it becomes.

4) What will be the gameplay instructions? (5 pts)

It's really simple. Click your mouse on the beat to move the player in that direction on the next beat. Avoid rocks using the same timing and try to catch fish for money. This money allows you to upgrade your submarine, letting you explore deeper into the sea. Move to the beat and investigate when you find a strange place emitting Morse code. There, you can start uncovering the creepy fish's secrets and earn more rewards. The more Morse fish you find, the closer you'll get to solving the mystery of the player's grandmother.

5) What will be the primary methods of gameplay input? (Keyboard, mouse, VR, touch screen, Kinect, etc?) (3 pts)

We intend to use only the mouse as the primary input device. However, since the gameplay involves deciding direction and clicking at the right timing, we are open to supporting other devices that can handle these functions, such as an Xbox controller.

6) How many players will be able to play this game at once? (1 pt)
     It is a single player game.

7) List 5 [quality attributes](#) that your team will focus on during the semester, with 1~2 sentences to tell me how. (10 pts)

Transparency : It is a long term project. I think understanding others' code must be easy. Even when busy, I suggest using meaningful variable names and adding comments to all functions. This way, it will be easier for others to understand the code.

Understandability : Games should be easy to understand and hard to master.
In our game, we will focus on creating intuitive interfaces and clear instructions to ensure players can quickly grasp how to play and interact with the game.

 Modifiability : Our game is designed to build upon a core gameplay loop by continuously adding new features and content. To support this, we ensure that content expansion is straightforward, allowing us to easily integrate new elements and improvements without disrupting the existing gameplay.

Portability : we are targeting a Steam upload, so we will focus on optimizing aspect ratios and performance from the start. This will ensure that our game runs smoothly on various devices and meets the platform's requirements.

Efficiency : To ensure our game remains efficient, we will make full use of OpenGL capabilities while carefully managing performance to avoid slowdowns. This approach will help us maximize graphical performance and maintain a smooth gameplay experience.

8) What are your expectations for this project? In the following categories, give a rating 1~10: (Your grade will not be changed based off of your ratings.) (5 pts, regardless of rating)
- Gameplay   10
- Visuals   10
- Audio   8
- Technical feats   7
- Overall presentation   10
  and cohesion

Despite being busy and focusing on results-driven coding, which may lead to some less-than-ideal tech practices, I am confident that, aside from that, everything else will be highly promising. Despite that, we will continuously make an effort to optimization.

9) Look over this long list of features. For each one, please let me know if you plan on implementing it into your project. (5 pts)

Feature	Will Implement
Voice-over audio	X
In-game SFX	O
Background music	O
Spatial audio	O
UI/menu SFX	O
Advanced/dynamic audio filters	O
Dynamic lighting/shading	O
Vector graphics	O
Sprite-based animation system	O
Sprite scaling	O
Sprite rotation	O
Particle effects	O
Image masks	O
Partial-transparency image blending or alpha blending methods	O
Parallax backgrounds	O
Multiple layers of background graphics	O
Kinematic/skeletal art	O
Scripted motion using vector paths	Not sure
Animation tweens	X
Multiple levels/environments	O
Asymmetrical gameplay	X
Advanced physics simulations	O
Local multiplayer	X
Networked multiplayer	X

Downloadable content or online content fetching	X
Any other network features	X
Integration into web technologies (Such as web portals)	X
Component-based architecture	O
Game objects use C++ interfaces	O
Game objects are data-driven from factories	X
Menu systems	O
HUD	O
File parsing for gameplay content, such as levels, scenarios, enemies, etc.	O
In-game level editor	X
Scripting language integration	O
Metaclasses, reflection, data-binding	O
Live object property inspection	X
Art pipeline tools	O
Audio pipeline tools	O
Engine/game build (compilation) tools	O
External gameplay editor	Maybe
In-game gameplay editor	If we can
Testing tools and advanced debugging features	X
Ability to jump into the game in a given scenario for testing	O
Fast-forward and rewinding gameplay	X
Extensive/complex debug drawing	O
In-game performance visualization	O

10) What other advanced features do you plan on implementing that are not listed, above? (0 pts)

11) Assess your project's scope based off of questions #9 and #10… Does your team think it will be able to implement all of those marked features? In 3~5 sentences, please tell me what strategies your team use to ensure that the scope of your project will be manageable. (10 pts)

Honestly, I feel like we might be a bit too ambitious. However, with one more team member than others and our high goals, everyone is motivated to work hard. We're planning to continue our progress during the break, so I don't think it's going to be a complete failure. I'm really grateful to be in a great learning environment at DigiPen, and I intend to seek a lot of help from our professors. In particular, the map generator seems to need to be implemented as either an External gameplay editor or an In-game gameplay editor.

12) Generally speaking, what's the next step for your project? What's the direction that this project is moving and how will the future features' work be split between your members? (5 pts)

Now we will work hard to implement our perfect underwater environment. First, we'll create clear concept art so that everyone can envision the same image. Over the next week, each of us will dive deeper into our assigned parts of the prototype to add more detail. After that, all of us are going to move to make a map generator.

13) Please list any issues your team has dealt with during this milestone: (This can be technical issues, personal hardships, team disagreements, etc.) What was the plan to overcome these issues? (5 pts)

Honestly, there hasn't been any significant difficulty at all. Since this is a 5-point question, I thought about fabricating something, but everything has been running smoothly like clockwork, thanks to the support of all my team members.

14) Extra notes for the instructor! (Completely optional!) As a team, you can use this area to tell me anything else you find important! Does your team think you'll have the best game in the class? Why? Does your team deserve extra credit for something? Tell me! Seriously, anything else you want me to know, put it, here! (0 pts)