Milestone Breakdown

Milestone 1: Foundation and Core Prototype

Timeline: June 23 – July 14

Hours: 0–100

Goals:

- Define the game concept and draft the Game Design Document (GDD)

- Set up the Unreal Engine 5 project and basic player controller

- Implement the core gameplay loop prototype

- Develop basic interaction systems and integrate placeholder visuals and audio

Deliverables:

- Task Log and Reflection Log #1

- Screenshots or a short demo video of the working prototype
- Access to GitHub repository where all code and documents will be stored and updated at least once per work day

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Milestone 2: Game Systems and Aesthetics

Timeline: July 15 – August 4

Hours: 100–200

Goals:

- Finalize game loop mechanics and core systems

- Design level layout, implement lighting and user interface

- Integrate sound using MetaSounds

- Apply visual polish and implement basic animations

Deliverables:

- Task Log and Reflection Log #2

- Updated build or gameplay video

- Summary of improvements and development insights

Milestone 3: Final Polish and Submission Preparation

Timeline: August 5 – August 25

Hours: 200–300

Goals:

- Address remaining bugs and optimize performance

- Implement menus, camera transitions, and presentation logic

- Prepare the final game build and supporting documentation

Deliverables:

- Task Log and Reflection Log #3

- Final playable build or demo

- Draft of the final written report and supporting screenshots

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Final Written Report

Due Date: August 29

Contents:

- Summary of the project across all three milestones

- Screenshots and links to builds or demonstration videos

- Key technical and creative insights

- Breakdown of logged hours and work completed