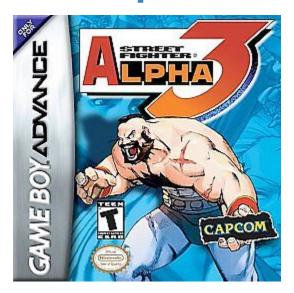# MILESTONE 02

Alpha

Purpose: To build the alpha version of your project in which you iterate upon your previous milestones and leverage Mode 0, good code architecture, and other concepts learned over the course of the semester.

Instructions:

For this milestone, you will be getting the **majority of gameplay** implemented. Again, I would highly recommend saving each milestone separately so that you have something to revert to if there are strange problems occurring down the road. When you start on a new milestone, you can just copy the folder and rename it to the current milestone, then continue working.

For this milestone, ***the player must be able to play the game*** and ***win and/or lose*** (depending on what you said the game will have in Milestone 0) ***from fully playing the game***. Using a simple example, if your game were Space Invaders, you would have to be able to kill all of the aliens and win, as well as get hit and lose. If your game has multiple levels/mini-games, the player should have to play through all of these to win the game. The other gameplay details (for the Space Invaders example, these would be the bonus spaceships and other stretch goals) are not as important for this milestone but

are still encouraged so that you can begin having people play-test your game after you turn in this milestone. The gameplay does not necessarily have to be the exact version that you will use for the final project, but it must be significantly closer to that than your M1 submission. To summarize, *there are two main requirements*:

1.   Ability to win and/or lose from playing the game
2.   Significant progress towards the final gameplay

It is very important to **check your feedback for M01**, and *make sure you are implementing the things we recommend you have done by M02*.

As with last time, *do not get bogged down with art yet*. If you finish the other M02 requirements, you can start adding in some more completed art assets, but I would recommend leaving all the sprites rudimentary at this point. **Any extra time you have would be better spent on improving the gameplay**. With that in mind, if it is essential to your game to have some artistic component in order to make sense, get that working now.

Demo:

M02 will require a demo. You will download your M02 submission from Canvas and demo your game to your grading TA. Additionally, this demo will involve your grading TA asking you to **explain how you implemented one or more of the features in your game**, specifically how the code for it works and how you got to that solution. Sign-up sheets will be posted closer to the submission deadline. If you and your grading TA do not have any overlap in availability, you may sign up for the demo with another TA. This component of the assignment is worth *25 points*, meaning that **if you do not demo, the maximum grade you can receive on this assignment is a 75**.

Code / Files:

Your *code* must have the following:
- Good organization.
- Meaningful comments
  - Since each final project is unique and complex, comments are very helpful for not just the TAs, but also for yourself! Final project code can quickly get messy.
- A README.md file with explanations of the following:
  - What is finished about the game so far

- What still needs to be added
- Any bugs you have found
- For our sake, how to play/navigate the game in its current state (and see anything you want us to see).

Submission Instructions:

Ensure that **cleaning** and building/running your project still gives the expected results. **Please reference previous assignments for instructions on how to perform a "clean" command if you need clarification.**

Compress your entire project folder, including all source files, the Makefile, and everything produced during compilation **(including the .gba file)**. Submit this zip on Canvas. Name your submission **M02_LastnameFirstname**, for example:

"M02_CycloneRed.zip"