

# Milestone 2 Report

## Waypoint

Isabel Selin, Yuxiang Yu, Courtney Manbeck, Lucien Eckert, Kevin Klaben, Tony Qin, Betsy Vasquez Valerio, Barry Wang

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## Pre-Beta Release Progress Summary

(up to 4/13)

For the pre-beta sprint, programmers completed their goals of creating the level editor and at least three playable levels. Programmers created five playable levels. The guards chase players when the ball is spotted, respond to activated alarms, and patrol on set routes. Programmers cleaned up the UI for the ball shots, implemented lighting, and refined ball movement. Programmers also added lose and win conditions.

For the pre-beta sprint, designers created usable assets for implementation into the game. The assets created include ones for the ball, patrolling guards, level goal, level wall tiles, main menu background, aiming arrow, alarms, buttons, UI elements, and background music. Most of these assets were implemented; sound and animation was pushed off for the next release. Some designers also worked on drafting level design blocks and pre-beta iterations of level ideas for implementation into this release.

## Pre-Beta Release Activity Breakdown

### Isabel Selin

Before break, Selin created cartoon-y concept art and worked on the design specification. After, Selin organized the team's return from break (how to work long-distance) and began creating the guard animations.

Due	Task	Expect	Done	Time
3/4	Create agenda for weekly group meeting	.5	✓	.5
3/4	Attend weekly group meeting	1	✓	1.5
3/6	Work on milestone 1 report	1	✓	1.5
3/7	Compile inspiration photos and references	.5	✓	.5
3/10	Draw character concept art (enemies, golf club, golf ball)	1.5	✓	2.5

Due	Task	Expect	Done	Time
3/11	Draw object concept art (alarms, lights, tunnels, boxes, etc.)	2	✓	.5
3/11	Create multiple comprehensive designs (combining all elements)	4		.5
3/11	Create sample title screens	2		-
3/11	Create agenda for weekly group meeting	.5	✓	.5
3/11	Attend weekly group meeting	1		-
3/13	Edit design specification	3		3.5
3/15	Revise concept art based on team feedback	4		-
N/A	Set up milestone 2 report	-	✓	.5
4/1	Attend meeting 4/1	1	✓	1
	<b>Total time before 4/6</b>	<b>21</b>		<b>13</b>
N/A	Schedule meetings and long-distance organization	-	✓	3
4/7	Attend meeting 4/7	-	✓	1
4/8	Edit and submit workflow revision	-	✓	1.5
4/9	Work on level design brainstorm	-	✓	.5
4/11	Prepare for meeting 4/11	-	✓	.5
4/11	Attend meeting 4/11	-	✓	1
4/13	Sketch guard animations (forwards, backwards)	-	✓	4
	<b>Total time after 4/6</b>	<b>N/A</b>		<b>11.5</b>

## Yuxiang Yu

Yu mainly worked on guard pathfinding. Yu also worked on implementing assets and lighting in the game, as well as loading JSON level files into the game.

Due	Task	Expect	Done	Time
3/4	Attend weekly group meeting	2	✓	1
3/7	Attend programming team meeting	2	✓	2
3/11	Attend weekly group meeting	1	✓	1

Due	Task	Expect	Done	Time
4/1	Attend meeting 4/1	1	✓	1
4/3	Clean up code	2	✓	2
4/4	Implement guard pathfinding	6	✓	6
	<b>Total time before 4/6</b>	<b>13</b>		<b>13</b>
4/7	Attend meeting 4/7	-	✓	1
4/8	Edit concept document	-	✓	1
4/9	Debug guard AI	-	✓	4
4/10	Implement lighting effects	-	✓	4
4/11	Attend meeting 4/11	-	✓	1
4/12	Implement art assets	-	✓	4
4/13	Implement reading of JSON files	-	✓	4
4/13	Work on UI improvements	-	✓	2
4/13	Work on alarms	-	✓	2
	<b>Total time after 4/6</b>	<b>N/A</b>		<b>23</b>

## Courtney Manbeck

Before 4/6, Manbeck gathered ideas for the game's visuals, created level concept art, and distributed roles to the team's designers. Afterwards, she focused on creating assets that could be used in the game.

Due	Task	Expect	Done	Time
3/4	Attend weekly group meeting	1	✓	1.5
3/7	Compile inspiration photos and references	.5	✓	.5
3/7	Draw color palettes	.5	✓	.5
3/7	Create a music inspiration playlist	1	✓	1.5
3/10	Draw character concept art	1.5	✓	2.5
3/11	Draw object concept art (alarms, lights, tunnels, boxes, etc.)	2	✓	1

Due	Task	Expect	Done	Time
3/11	Attend weekly group meeting	1	✓	1
3/2	Write design specification	3	✓	4
3/13	Attend design team meeting	1	✓	1
4/1	Attend meeting 4/1	1	✓	1
	<b>Total time before 4/6</b>	<b>12.5</b>		<b>14.5</b>
4/7	Attend meeting 4/7	-	✓	1
4/8	Revise Gameplay Specification	-	✓	.5
4/9	Work on level design brainstorm	-	✓	1
4/11	Attend meeting 4/11	-	✓	1
4/13	Create object and background assets	-	✓	3
4/13	Prepare pre-beta design presentation	-	✓	1
4/13	Assign teammates to revise Design Specification	-	✓	.5
	<b>Total time after 4/6</b>	<b>N/A</b>		<b>8</b>

## Lucien Eckert

Eckert created concept art for environmental level objects and began the process of researching inspiration for the game's sound design. For Pre-Beta, he put together assets for the ball, goal, aiming arrow, menu, and music (currently unimplemented).

Due	Task	Expect	Done	Time
2/26	Attend weekly group meeting 2/26	1.5	✓	2
2/27	Research concept art	1	✓	1
2/28	Create object concept art	2	✓	1.5
2/28	Begin sound effect & music style research	2	✓	2
2/29	Edit Gameplay Specification	1	✓	0.5
3/4	Attend weekly group meeting 3/4	1.5	✓	1.5
	<b>Total Time Before 4/6</b>	<b>9</b>		<b>8.5</b>

Due	Task	Expect	Done	Time
4/1	Attend meeting 4/1	-	✓	1
4/6	Begin background music groundwork, drafting & composition	-	✓	10
4/7	Attend meeting 4/7	-	✓	1
4/10	Revise Concept Document	-	✓	0.5
4/10	Polish 2 level background theme options + menu music	-	✓	3
4/12	Finish pre-beta prototype asset work	-	✓	2.5
	<b>Total Time After 4/6</b>	<b>N/A</b>		<b>17</b>

## Kevin Klaben

Klaben worked putting UI, as well as the level editor. Klaben also helped to create levels.

Due	Task	Expect	Done	Time
3/11	Attend weekly group meeting 2/26	1.5	✓	2
3/14	Improve mouse-controlled putting mechanics	6	✓	3
3/14	Refine putting UI	3	✓	4
3/14	Implement a more complex level and refining scaling	6	✓	6
3/14	Work on Architecture Specification	3	✓	4.5
	<b>Total time before 4/6</b>	<b>19.5</b>		<b>19.5</b>
4/1	Attend group meeting	-	✓	1
4/7	Attend group meeting	-	✓	1
4/6	Improve on Ball UI	-	✓	1.5
4/8	Revise Gameplay specification	-	✓	0.5
4/11	Attend weekly group meeting	-	✓	1
4/13	Create level editor	-	✓	16
	<b>Total Time after 4/6</b>	<b>N/A</b>		<b>21</b>

## Tony Qin

After the gameplay prototype, Qin was tasked with creating the guard AI alongside Wang. He also created sliders to allow the adjustment of ball physics parameters. Qin later created the level editor with Klaben for the pre-beta release.

Due	Task	Expect	Done	Time
3/7	Attend programming team meeting	2	✓	2
3/11	Attend weekly group meeting	1	✓	1
3/13	Contribute to architecture specification	1	✓	1.5
3/16	Implement guard AI	3	✓	3
3/16	Create sliders for ball parameters	3	✓	6
3/16	Create boxes (stretch goal)	2		-
N/A	Clean up code	1	✓	1
	<b>Total time before 4/6</b>	<b>11</b>		<b>14.5</b>
4/1	Attend group meeting	-	✓	1
4/7	Attend group meeting	-	✓	1
N/A	Implement deselect shot function	-	✓	0.5
4/8	Revise Gameplay Specification	-	✓	0.5
4/11	Attend weekly group meeting	-	✓	1
4/13	Implement indicator for when ball is stationary	-	✓	0.5
4/13	Create level editor	-	✓	13
	<b>Total Time after 4/6</b>	<b>N/A</b>		<b>19.5</b>

## Betsy Vasquez Valerio

Vasquez Valerio was tasked with implementing alarms, losing conditions, and resetting the level. Vasquez Valerio was later additionally tasked with implementing buttons and doors.

Due	Task	Expect	Done	Time
3/4	Attend weekly group meeting 3/4	1.5	✓	1.5
3/6	Write R1 gameplay prototype activity breakdown	0.5	✓	0.5
3/6	Write R1 programming milestone predictions	0.5	✓	0.5
3/6	Write R1 technical prototype activity breakdown	0.5	✓	0.5
3/7	Attend programming team meeting	2	✓	2
3/11	Attend weekly group meeting	1	✓	1
3/12	Implement alarms	6	✓	10
3/12	Implement lose condition and resetting level	2	✓	2
3/14	Debug	3		-
3/14	Work on architecture specification: data rep model	3	✓	3
	<b>Total time before 4/6</b>	<b>20</b>		<b>21</b>
4/1	Attend group meetings 4/1 +4/7	-	✓	0.8
4/10	Write Gameplay Spec Revision: Interactions	-	✓	4
4/11	Attend group meeting 4/11	-	✓	1
4/12	Implement buttons	-	✓	6
4/12	Implement doors	-	✓	2
4/12	Create temp alarm art	-	✓	1
4/12	Write R2 pre-beta activity breakdown	-	✓	0.5
4/12	Write R2 beta activity breakdown	-		-
4/13	Debug	-	✓	6
	<b>Total time after 4/6</b>	<b>N/A</b>		<b>21.3</b>

## Barry Wang

Wang was in charge of the friction of the ball movement. He made some minor bug fixes on the project as well.

Due	Task	Expect	Done	Time
3/4	Attend weekly group meeting* (Double Counting in R1)	2	✓	1
3/7	Attend programming team meeting	2	✓	2
3/11	Attend weekly group meeting	1	✓	1
3/13	Write Design Specification	3	✓	1.5
3/13	Write Architecture Specification	1.5	✓	1.5
3/16	Implement guard AI	6	✓	3
-	Attend discussion	-	✓	1
	<b>Total time before 4/6</b>	<b>15.5</b>		<b>11</b>
4/1	Attend meeting 4/1	-	✓	1
4/7	Attend meeting 4/7	-	✓	1
4/8	Write workflow revision	-	✓	0
4/11	Rewrite Gameplay Specification	-	✓	1
4/11	Attend meeting 4/11	-	✓	1
4/12	Implement menu screen	-	✓	6
-	Create UI assets	-	✓	2
4/13	Debug menu screen	-	✓	2.5
4/18	Write two-week report	-	✓	1
-	Attend discussion	-	✓	1.5
	<b>Total time after 4/6</b>	<b>N/A</b>		<b>17</b>



## Beta Release Predictions

(4/14 - 4/27)

The programming side now shifts focus from essential gameplay elements to the completeness of the game. We are planning on more UI elements like the pause screen and the settings menu. We will also be working closely with our design team to fully implement our game assets, especially animations and sound. Nevertheless, we will keep improving our pathfinding code and adding more game elements (e.g. step-counting buttons). We also aim to make guard AI more intuitive.

The design goal for this sprint is to tune existing assets, finish guard animations, and continue level design. By the end of this sprint, all basic art and sound assets should be finished. All guard animations should be roughly sketched out and implemented, and most should be lined and colored. In adding and improving level designs, we want to focus on introducing players to guard behavior more clearly, and intentionally alternating high and low-pressure situations.

## Beta Release Activity Breakdown

### Isabel Selin

Selin's primary responsibility for the upcoming sprint is sketching out all guard animations.

Due	Task	Priority	Expect
4/15	Create agenda for extra group meeting	Medium	.5
4/16	Attend Beta release meeting	High	1
4/17	Write design prediction and activity breakdowns for R2	High	.5
4/17	Create agenda for weekly group meeting	Medium	.5
4/18	Attend weekly group meeting 4/18	High	1
4/18	Edit and submit Architecture Specification rewrite	High	1.5
4/20	Sketch left/right walk cycle	High	3
4/20	Sketch ball-spotted animation	High	3
4/23	Sketch forward diagonal walk cycle	Medium	3

Due	Task	Priority	Expect
4/23	Sketch backwards diagonal walk cycle	Medium	3
4/24	Sketch ball-caught animation	Low	4
4/25	Create agenda for weekly group meeting	Medium	.5
4/25	Attend weekly group meeting 4/25	High	1
4/26	Smooth and improve animations	Low	2
	<b>Total Time</b>		<b>24.5</b>

## Yuxiang Yu

Yu's task for next week is to improve guard pathfinding and movement to make it more smooth. Yu will also work on implementing animations into the game, as well as more varied assets.

Due	Task	Priority	Expect
4/15	Attend programming group meeting	High	1
4/16	Attend group meeting	High	1
4/17	Write pre-beta release report	High	1
4/18	Revise Architecture Specification	High	2
4/18	Edit pre-beta release report	High	1
4/18	Attend weekly group meeting	High	1
4/19	Improve guard pathfinding and movement	High	5
4/25	Attend weekly group meeting	High	1
4/27	Implement animations and assets	High	3
4/27	Debug	Medium	3
4/27	Playtest	Medium	4
	<b>Total Time</b>		<b>23</b>

## Courtney Manbeck

Manbeck's primary responsibility is to polish the existing artwork and continue to create assets that will immerse players in the prison setting.

Due	Task	Priority	Expect
4/16	Attend Beta release meeting	High	1
4/18	Attend weekly group meeting 4/18	High	1
4/18	Rewrite design specification	High	2
4/19	Create background assets	High	4
4/20	Create more wall designs	Medium	3
4/21	Line left/right walk cycle	High	1
4/21	Line ball-spotted animation	High	1
4/22	Update assets in accordance with playtester feedback	Medium	2
4/23	Design levels using level editor	High	3
4/24	Line forward diagonal walk cycle	Medium	1
4/24	Line backwards diagonal walk cycle	Medium	1
4/25	Line ball-caught animation	Low	1
4/25	Attend weekly group meeting 4/25	High	1
4/26	Smooth and improve animations	Low	2
	<b>Total Time</b>		<b>24</b>

## Lucien Eckert

Eckert's main tasks include refining music and sound effect assets, in continuation from the Pre-Beta sprint, as well as designing assets for level and menu elements as needed.

Due	Task	Priority	Expect
4/16	Revise sections of Design Specification	High	0.5
4/16	Attend Beta release meeting	High	1

Due	Task	Priority	Expect
4/18	Attend weekly group meeting 4/18	High	1
4/22	Finalize two background music tracks for levels	Medium	4
4/23	Revise assets created for Pre-Beta	Medium	3
4/24	Finish level designs for three levels with editor	High	3
4/24	Create alternate layouts for levels above	Low	2
4/25	Attend weekly group meeting 4/25	High	1
4/25	Finish work on guard animations	High	3
4/25	Finish sound effects	Medium	1.5
	<b>Total Time</b>		<b>20</b>

## Kevin Klaben

Klaben's task for next week is to implement additional game elements and improve the level editor.

Due	Task	Priority	Expect
4/15	Attend programming group meeting	High	1
4/17	Write pre-beta release report	High	1
4/18	Revise architecture specification	High	1.5
4/18	Edit pre-beta release report	High	1.5
4/18	Attend weekly group meeting	High	1
4/25	Implement additional game features	High	5
4/25	Attend weekly group meeting	High	1
4/27	Improve level editor	Medium	4
4/27	Debug	Medium	3
4/27	Playtest	Medium	4
	<b>Total Time</b>		<b>23</b>

## Tony Qin

Qin's tasks for next week are to continue improving the level editor and add new implemented features to it. He will also look at the current code and either optimize them or adjust them to fit the architecture specification.

Due	Task	Priority	Expect
4/15	Programming group meeting	High	1
4/16	Group meeting	High	1
4/16	Create release for playtesting	High	0.5
4/17	Write pre-beta release report	High	1
4/18	Revise architecture specification	High	1.5
4/18	Edit pre-beta release report	High	0.5
4/18	Weekly group meeting	High	1
4/19	Clean up code	High	5
4/25	Weekly group meeting	High	1
4/27	Improve level editor	Medium	6
4/27	Debug	Medium	2
	<b>Total Time</b>		<b>20.5</b>

## Betsy Vasquez Valerio

Vasquez Valerio's tasks are to make sure the Collision Controller is working as expected, finish implementing door functionality, and implement conditional losing condition.

Due	Task	Priority	Expect
4/15	Attend programming meeting	High	1
4/16	Attend group meeting	High	1
4/16	Write ReadMe for playtesting	High	0.2
4/17	Write R2 beta activity breakdown	High	0.5

Due	Task	Priority	Expect
4/17	Write R2 Programming Progress Summary	High	0.5
4/17	Write for Architecture Spec	High	1
4/18	Attend weekly group meeting 4/18	High	1
4/22	Fix CollisionController	High	5
4/22	Complete DoorModel implementation	Medium	2
4/22	Fix conditional loss condition	Medium	3
4/24	Write for Level Design Doc	High	1
4/25	Attend weekly group meeting 4/25	High	1
4/26	Debug	Medium	3
	<b>Total Time</b>		<b>20.2</b>

## Barry Wang

Wang's responsibilities include implementing new views, designing new interactions, and creating features like pipe. He will also assist art assets integration.

Due	Task	Priority	Expect
4/16	Attend programming meeting	High	1
4/17	Rewrite Architecture Specification	High	1
4/17	Design levels for playtesting	Medium	0.5
4/18	Attend weekly group meeting	High	1.5
4/22	Assist with level design	Medium	2
4/22	Implement selected new features	High	7
4/22	Debug	High	1.5
4/24	Write Level Design Document	Medium	0.5
4/25	Attend weekly group meeting	High	1.5
4/25	Write two weeks report	Medium	1.5
4/27	Prepare for Beta Demo	High	1.5

Due	Task	Priority	Expect
-	Communicate	Medium	1.5
	<b>Total Time</b>		<b>18</b>