

Milestone Submission Form

Team ID: 2

Milestone: Playable Game

Instructions

Please keep this document up to date and include a copy of it with each milestone submission. TA's should be able to read through this document and see the work your team has completed for the current milestone as well as a running history of work completed over prior milestones.

Milestones are organized into tables below which include both their required features and text inputs for their creative components (which you fill in with your selected features). There are annotated long form explanations for each feature, with links to additional resources if available, at the end of this document. We further provide a table of suggested features that you may pick and choose from for each milestones creative component. To aid in planning, each suggested feature has a classification of 'basic' or 'advanced' and a list of the background knowledge required to implement it. In general, 'basic' features are worth 10 points and 'advanced' features are worth 20 points. We highly encourage you to work on your own custom features, beyond what has been suggested here. Important: Please discuss the amount of points custom feature are worth with the TAs before working on them.

Fill in the table below for the current milestone, entering the initials of the author responsible for each implemented feature to the right of the table, under 'Author'.

Grading

Each feature you implement allots your team a specified number of points, for each milestone you must attain 100 points to receive full marks for that milestone. Certain features are required for specific milestones, others you can complete as as a part of the creative component of milestones. Required features can be completed early but never late, meaning if you finish the required features for future milestones in an earlier milestone submission, you will be credited at the earlier milestone, leaving room for additional optional features in the future one.

You will receive full credit for features only if they are fully operational. We deduct points for sloppy, buggy and incomplete implementations. Grading suggested features will necessarily be subjective: more complex features or those better fitting into the overall game will be rewarded with more points. Bonus points can be gained for features exceeding 100 points, and the grading of additional bonuses, features, and the size of bonuses will be at the marker's discretion.

Milestone 1

Category	Task	Points	Author
Rendering	Textured geometry	10%	-Kareem -Angela
	Basic 2D transformations	10%	-Kareem
	Key-frame/state interpolation	10%	-Fred -Kareem
Gameplay	Keyboard/mouse control	10%	-Tugce -Fred
	Random/coded action	5%	-Fred
	Well-defined game-space boundaries	5%	-Fred
	Correct collision processing	10%	-Fred
Stability	Minimal lag	20%	-Fred
	No crashes, glitches, unpredictable behaviour		-Fred
Creative	AI	20%	-Fred -Angela
	Complex physics/gravity		-Fred

Milestone 2

Category	Task	Points	Author
Improved Gameplay	Game logic response to user input	20%	-Fred -Kareem -Munkhtur
	Sprite sheet animation	15%	-Tugce -Kareem
	New integrated assets	10%	-Kareem -Tugce -Angela
	Basic user tutorial/help	5%	-Angela -Fred
Playability	2 minutes of non-repetitive gameplay	15%	-Fred -Kareem
Stability	Minimal lag	15%	-All
	Consistent game resolution		-Kareem
	No crashes, glitches, unpredictable behaviour		-All
Creative	Background music and sound effects for shooting, taking damage, and winning the game	20%	-Tugce -Kareem
	Complex projectile motion (splines & interpolation)		-Fred

Milestone 3

Category	Task	Points	Author
Playability	5 minutes of non-repetitive gameplay	15%	-Fred -Kareem -Tugce -Angela
Robustness	Memory management	10%	-Kareem
	Handle all user input	5%	-Kareem -Fred
	Real-time gameplay	10%	-Kareem
Stability	Prior missed milestone features & bug fixes	20%	-Fred -Kareem
	Consistent game resolution		-Kareem
	No crashes, glitches, unpredictable behaviour		-Kareem -Fred
Creative	Camera that is controlled with mouse input	40%	-Kareem
	Parallax scrolling backgrounds		-Kareem
	Characters sprites are faded when not selected (simple rendering effect)		-Kareem

Milestone 4

[illegible]