Team ID:

Milestone:

Instructions
This document helps you to plan your game development process. Enter the features you have worked on in the current milestone column and specify a plan for future milestones to roughly plan out the features you game will need. You will likely get new ideas and refine your game during the course. Always update your development plan at milestone submission time.

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 you see fit. 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.

The list below includes both required and suggested features, with the amount of points each will award when implemented fully. 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.

Grading
You will receive full credit for features only if they are fully operational. We deduct points for sloppy, buggy and incomplete implementation. 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. The relation of bonus to excess feature points in sub-linear and at the markers discretion (quality > quantity).

Development Plan
Fill in the table below, entering the maximum number of points possible for each feature (as specified for each feature in the Points column) and add the initials of the author who implements the feature to the right of the table, under 'Initials'. Our grading will replace these with the actual points awarded, based on functionality and completeness. An entry is disabled if a feature cannot be implemented for a certain milestone, either because it is late and cannot be claimed for credit, or if it is too early in development and the foundations needed to implement a certain feature are missing (eg. doing gameplay III before gameplay II etc).

A comment attached to every row of the table explains the feature and links to additional resources if available.

Legend

Category	Title	Points	M1	M2	M3	M4	Initials
Game mechanic & content	Delay-agnostic design	10				red	AT
	Gameplay I	10	black	red			
	Gameplay II	10	black	black	red		
	Gameplay III	10	black	black	black	red	
	Level editor	10	black				
AI	Random/coded action	5	red				WC
	State machine	10		red			KC
	Behaviour tree	10			green		
	Simple path finding	10		green			AT
	Swarm behaviour	10					
	Advanced decision-making	10					
	Cooperative planning	10					
Animation	Keyframe animation	5	black			green	
	Sprite animation	10		red			LC
	Free-form deformation	10					
	Articulated motion	10					
	Inverse kinematics	10					
	Complex prescribed motion	10					
Rendering	Textured geometry	5	red				LC
	Adaptive resolution	5		red			SR
	Debugging graphics	5		green			
	Parallax scrolling background	10	green				
	Advanced fragment shader	10			red		
	Advanced geometry shader	10				red	
	Light	10					
	Particle systems	10					
Software eng.	Observer pattern	10	red				AT
	Level loading	10	black	green			NX
	Save and reload	10					SR + KC
	External integration	10					
	Advanced ECS	10					
	Multi-treading job system	10	black				
User Experience	Help	5		red			WC
	Tutorial	10				red	
	Story	10			red		
	Game balance	5				red	
UI and IO	Keyboard/mouse control	10	red				AT
	Camera control	5	green				WC
	Mouse gestures	10					AT
	Audio feedback	5	black				
Physics & Simulation	Basic collision detection	10	red				NX + KC + SR
	Collision Resolution	10	green				NX + KC + SR
	Precise collision	10		green			
	Non-convex collision	10			green		
	Precise physics	10					
	Constrained physics	10					
Assets & Quality	Graphics assets**	5	red	red	red	red	LC
	Lag mitigation**	5	red	red	red	red	
	Crash free**	5	red	red	red	red	
	Memory management**	5	black	black	red	red	
	Bug and feature fixes**	5	black	red	red	red	
Custom Features							
							KC
Total							

**These quality points are mandatory at every marked milestone. Fulfillment of these yields the 5 points at every milestone marked as mandatory.