# Milestone 2 - Documentation

Group: **Abstract**

Production Manager: Kyle James

Due Date: **3/6/20**

# 1. Your name and your team name

Kyle James, Team Abstract Production Manager.

# 2. What was your role for this milestone?

My role for this milestone was to work on the debug mode requirement, game states and transitions, code clean-up, and basic production management; I filled a role similar to the “Gameplay” role outlined in the group project document.

# 3. Explain the features you worked on for this milestone: the individual classes, what they do and how they interact with other classes/systems.

I designed the finite state machine that handles the game states in the Game1 class, worked in conjunction with the other classes to set up debug mode, and I had to work within each of the other classes for code clean-up.

# 4. Does your code have any bugs or issues that need to be fixed? Were any bugs introduced when you integrated your code with the overall game project? What is your plan for tracking down and fixing these bugs?

There were no bugs that were introduced when I integrated my part of the code with the overall game project. There were only a small handful of bugs that were introduced in general, all of which were solved within a day or were inspected by the group to devise what was causing it.

# 5. Has the design, architecture, look, or timeline of the overall game changed since milestone 1? If so, how has it changed?

Each part of the game has changed since milestone in some small way; however, I solely worked on the production management in milestone one where, as of the moment, not much has changed.

## 5.1 Update any parts of your original milestone 1 write-ups and include the updated version (for instance, if your architecture has changed or evolved, provide an updated class diagram). *You only need to do this for your part of milestone 1.*

The only part that changed from my section of milestone 1 was the removal of an item from the 2.1 Bulleted List for Bare Bones Game and a small change to the timeline which can be found below.

**5.1.1 Timeline Update**

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Week Four [3/6/2020 - 3/14/2020]: Level drawing with an external tool (random map generation)

Week Five [3/15/2020 - 3/21/2020]: Score tracking, statistics tracking, map drawing (code)

Week Six [3/22/2020 - 3/28/2020]: **Animations**, data statistic storage

Week Seven [3/29/2020 - 4/4/2020]: Boss enemies, shop system, experience points, **player types**

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**5.1.2 Bulleted List for Bare Bones Game Update**

* ~~Read in data from external file for enemies and weapons~~

## 5.2 If you’ve decided to swap those roles, submit the updated version of the materials for your current role.

Nobody in the group desired to swap roles and was content to keep the role from Milestone 1.