# Milestone 3 - Documentation

Group: **Abstract**

Production Manager: Kyle James

Due Date: **4/12/20**

# 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 user interface interactions, re-organize game states and transitions based on new parts of the game, 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 reworked the finite state machine that handles the game states in the Game1 class and I had to work within each of the other classes for some code clean-up.

## 3.1 Estimate what percentage of the total coding you contributed. If the work was split evenly, your contribution should be around 25% (group of 4) or 33% (group of 3). Your exact contribution will probably not be a perfect even split, so give us your best estimate.

The percentage of total coding that I contributed was probably around 20% since Dean took it on himself to get the map drawing done, which was a large piece of this milestone for our group.

## 3.2 If you created the external tool, explain what has been added to the final version.

I did not code either of the external tools.

## 3.3 In either case, feel free to go into detail about any problems you faced and how you overcame them.

I did not run into any problems; however, a few groupmate did, and I was able to assist them where necessary.

# 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 are no notable bugs that came up overall; however, we will begin game testing soon to try to find more.

# 5. Has the design, architecture, look, or timeline of the overall game changed since milestone 2? If so, how has it changed?

Each part of the game has changed since milestone two in some small way, namely in deadlines. However, I solely worked on the production management in milestone one and two, where, as of the moment, not much has changed.

## 5.1 Update any parts of your original milestone 2 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 2.*

The only part that changed from my section of milestone two was the date changes and the addition of one extra goal for the timeline.

**5.1.1 Timeline Update**

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Week Four [**3/6/2020 - 3/28/2020**]: Level drawing with an external tool (random map generation)

Week Five [**3/29/2020 - 4/4/2020**]: Score tracking, statistics tracking, map drawing (code), **UI**

**interaction**

Week Six [**4/5/2020 - 4/11/2020**]: Animations, data statistic storage

Week Seven [**4/12/2020 - 4/18/2020**]: Boss enemies, shop system, experience points, player

types

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## 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 2.

# 6. What do you need to do to finish the game? Which features must be implemented, started, finished, cut, etc.?

The main feature that’s left to be implemented is varying weapon types and enemy movement (in progress) within our newly developed maps. Everything else is a stretch goal.