CIS267 – Beginning Game Programming

Final Project Milestones

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| 11/13/2023 | Level designs are to be submitted on Brightspace as a build of the project and a github link. 20 points |
| 11/20/2023 | Main character movement and camera movement to be submitted on Brightspace as a build of the project and a github link. Player should be able to travel to all levels. 20 points |
| 12/27/2023 | Enemy movement demonstrating different AI functionality and interactions with items to be submitted on Brightspace as a build of the project and a github link. 30 points. |
| 12/06/2023 | Game nearly completed to be submitted on Brightspace as a build of the project and a github link. 30 points. |
| 12/11/2023 | Projects due. Mac build, windows build, and a github link. |