Milestone Chart Document

# GENERAL INFORMATION

Project Name: 2-D interactive game Project Number: PR232399

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## Milestone Chart

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID: | Functional Milestone: | Expected Date: | Actual Dates: | Comments: |
| 1.1.1 | Clear screen and/or clear region | February 8th | January 31st |  |
| 1.1.2 | Plot a single pixel | February 8th | February 1st |  |
| 1.1.3 | Plot horizontal line | February 8th | February 1st |  |
| 1.1.4 | plot vertical line | February 8th | February 2nd |  |
| 1.1.5 | plot line (generic) | February 8th | February 4th |  |
| 1.1.6 | plot bitmap (multiple variants, e.g., for different bitmap dimensions) | February 8th | February 5th |  |
| 1.1.7 | various plot “shape” routines (where shape is something like square, rectangle, polygon, etc.) | February 8th | February 6th |  |
| 1.1.8 | Create a suitable test script for each function | February 8th | February 7th |  |
| 1.2.1 | Screen | February 15th | February 8th |  |
| 1.2.1.2 | Stat box | February 15th | February 8th |  |
| 1.2.1.2.1 | Total Score Box/Hole Number Box/ Par Box/ Shot Box | February 15th | February 8th |  |
| 1.2.1.2.2 | Power Bar Box | February 15th | February 9th |  |
| 1.2.1.2.2.1 | Power Segment | February 15th | February 9th |  |
| 1.2.1.3 | Map Box | February 15th | February 9th |  |
| 1.2.1.3.1 | Ball | February 15th | February 10th |  |
| 1.2.1.3.1.1 | Ball Direction Pointer | February 15th | February 10th |  |
| 1.2.1.3.2 | Hole | February 15th | February 10th |  |
| 1.2.1.3.3 | Portal | February 15th | February 10th |  |
| 1.2.1.3.4 | Ground | February 15th | February 10th |  |
| 1.2.1.3.5 | Tile Grid | February 15th | February 10th |  |
| 1.2.1.3.6 | Wall | February 15th | February 10th |  |
| 1.2.2.1 | setAngle | February 15th | February 11th |  |
| 1.2.2.2 | setVelocity | February 15th | February 11th |  |
| 1.2.2.3 | setPower | February 15th | February 11th |  |
| 1.2.2.4 | increaseShots | February 15th | February 11th |  |
| 1.2.2.5 | increaseScore | February 15th | February 11th |  |
| 1.2.2.6 | setPlayer | February 15th | February 11th |  |
| 1.2.2.7 | setPar | February 15th | February 11th |  |
| 1.2.2.8 | setHit | February 15th | February 12th |  |
| 1.2.2.9 | decreaseBallVelocity | February 15th | February 12th |  |
| 1.2.2.10 | increaseBallVelocity | February 15th | February 12th |  |
| 1.2.2.11 | setBallPos | February 15th | February 12th |  |
| 1.2.2.12 | ballMoving | February 15th | February 13th |  |
| 1.2.2.13 | setTile | February 15th | February 13th |  |
| 1.2.2.14 | getTileObject | February 15th | February 14th |  |
| 1.2.2.15 | checkTile | February 15th | February 14th |  |
| 1.2.2.16 | ballAngleInvert | February 15th | February 14th |  |
| 1.2.3.1.1 | event\_ball\_rotate\_toRight | February 15th | February 14th |  |
| 1.2.3.1.2 | event\_ball\_rotate\_toLeft | February 15th | February 14th |  |
| 1.2.3.1.3 | event\_ball\_power\_Up | February 15th | February 14th |  |
| 1.2.3.1.4 | event\_ball\_power\_Down | February 15th | February 14th |  |
| 1.2.3.2.1 | check\_collision | February 15th | February 14th |  |
| 1.2.3.2.2 | is\_portal\_collision | February 15th | February 14th |  |
| 1.2.3.2.3 | is\_hole\_collision | February 15th | February 14th |  |
| 1.2.3.2.4 | check\_tile\_collision | February 15th | February 14th |  |
| 1.2.3.2.5 | event\_ground\_pass | February 15th | February 14th |  |
| 1.2.3.2.6 | event\_portal\_hit | February 15th | February 14th |  |
| 1.2.3.2.7 | event\_wall\_hit | February 15th | February 14th |  |
| 1.2.3.2.8 | event\_hole\_hit | February 15th | February 14th |  |
| 1.2.3.2.9 | event\_update\_ball\_power | February 15th | February 14th |  |
| 1.2.3.2.10 | event\_ball\_collides | February 15th | February 14th |  |
| 1.2.3.2.11 | event\_ball\_moving | February 15th | February 14th |  |
| 1.2.3.2.12 | event\_shot | February 15th | February 14th |  |
| 1.2.3.2.13 | event\_power\_Up | February 15th | February 14th |  |
| 1.2.3.2.14 | event\_power\_Down | February 15th | February 14th |  |
| 1.2.3.2.15 | event\_ball\_stops | February 15th | February 15th |  |
| 1.2.4 | Create a suitable test script for each function | February 15th | February 15th |  |
| 1.3.1.1 | renderPlayerBox | March 1st | February 14th |  |
| 1.3.1.2 | renderTotalScoreNumber | March 1st | February 14th |  |
| 1.3.1.3 | renderTotalScoreBox | March 1st | February 14th |  |
| 1.3.1.4 | renderMapNumberBox | March 1st | February 14th |  |
| 1.3.1.5 | renderParBox | March 1st | February 14th |  |
| 1.3.1.6 | renderShotsNumber | March 1st | February 14th |  |
| 1.3.1.7 | renderShotBox | March 1st | February 14th |  |
| 1.3.1.8 | renderPowerText | March 1st | February 14th |  |
| 1.3.1.9 | renderPowerBarIndicator | March 1st | February 14th |  |
| 1.3.1.10 | renderPowerPercentage | March 1st | February 14th |  |
| 1.3.1.11 | renderPowerBarBox | March 1st | February 15th |  |
| 1.3.1.12 | renderStatBox | March 1st | February 15th |  |
| 1.3.1.13 | clearBallDirectionPointer | March 1st | February 15th |  |
| 1.3.1.14 | renderBallDirectionPointer | March 1st | February 15th |  |
| 1.3.1.15 | clearBallsLastPos | March 1st | February 15th |  |
| 1.3.1.16 | renderBall | March 1st | February 15th |  |
| 1.3.1.17 | renderPortal | March 1st | February 15th |  |
| 1.3.1.18 | renderHole | March 1st | February 16th |  |
| 1.3.1.19 | renderTile | March 1st | February 16th |  |
| 1.3.1.20 | renderTileGrid | March 1st | February 16th |  |
| 1.3.1.21 | updateTileGrid | March 1st | February 16th |  |
| 1.3.1.22 | renderMapBox | March 1st | February 16th |  |
| 1.3.1.23 | renderScreen | March 1st | February 16th |  |
| 1.3.1.24 | updateBallDetails | March 1st | February 16th |  |
| 1.3.1.25 | updateStagingDetails | March 1st | February 16th |  |
| 1.3.1.26 | updateScreen | March 1st | February 17th |  |
| 1.3.1.27 | clearScreen | March 1st | February 18th |  |
| 1.3.1.28 | renderStatic | March 1st | February 19th |  |
| 1.3.2 | Create a suitable test script for each function | March 1st | February 20th |  |
| 1.4.1 | Main | March 8th | March 2nd |  |
| 1.4.2 | get\_input | Marth 8th | March 6th |  |
| 1.4.3 | Create a suitable test script for each function | March 8th | March 8th |  |
| 1.5.1 | Create multiple game buffers for smooth gameplay | March 16th | March 9th |  |
| 1.5.2 | Create a suitable test script for each function | March 16th | March 13th |  |
| 1.6.1 | Create a digital musical theme | March 22nd | March 18th |  |
| 1.6.2 | Create suitable sound bites | March 22nd | March 19th |  |
| 1.6.3 | Create a suitable test script for each function | March 22nd | March 21st |  |