

Project Sign Off Document

# GENERAL REQIURMENTS

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| * Stage 1: Game Specification * Stage 2: Graphics Library implementation * Stage 3: Game model modules * Stage 4: Game renderer module * Stage 5: Game main module * Stage 6a: Double buffer graphics – inefficient redrawing * Stage 6b: Double buffer graphics – efficient redrawing | * Stage 7: Sound * Stage 8: removal of any remaining O/S supported modules * Stage 9a: VBL ISR for synchronous events * Stage 9b: IKBD ISR for keyboard and mouse input * Stage 10: mouse-driven menu * Stage 11: 2-player mode |

# GENERAL INFORMATION

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

Manager's Name: Joe Spurway Manager Signature: \_\_\_\_\_\_\_\_\_\_\_\_

Professor's Name: Paul Pospisil Professor's Name: \_\_\_\_\_\_\_\_\_\_\_\_\_