Sprint 2 Doc

**First Playable:**

* + - Bullet Points for what we need to get done in each category
* **Visual Target**
  + A Visual Target is what the game is going to look like in finished form. That does not mean I am looking for finished graphics in the First Playable, it means that you are working towards a representation of the finished graphics. This can be represented in the form of concept art.
* **Have core functionality**
  + These are the moves that the character(s) perform in the game. If you have power ups then they need to work. If you have a vehicle in the game it needs to perform similarly as it would in the finished game.
    - Movement of car is smooth and adds to playability
    - Drifting, bounce turning, jumping
    - Grabbing items
    - Power ups
    - Split screen
    - Menu/Character Selection
* **Have a simple functioning User Interface (front end and HUD)**
  + The front end with splash screen with a logo (placeholder okay) and a ‘Start Game’ button.
    - Home screen
  + The Heads Up Display should have something working in it that helps support the game play.
    - Mini player map on screen during gameplay
  + After the game is done a splash screen should appear with a ‘Quit’ button and a ‘Play Again’ button.
    - End screen
* **1 Environment**
  + Starting to look like more like a finished model
  + Some placeholder textures okay
    - Three levels complete without textures complete
    - Environment concept and models created
* **Characters**
  + Character should start to look like they will in finished form.
  + Placeholder textures okay
    - Finish characters and cart for main models

Designers(Group) – Mini-Game design, Level maps

Artists(Jake, James, Brandon) – Art concept, Characters, Menu Concept, Music/Sounds

Programmers(Dalton, Isaac, Marina) – Core functionality

Week1: (Feb. 21 – 26th)

* Levels Blocked out on paper
* Mini-games concept designed
* Block out needed items for specific disasters
* Character/Main models
* Modeling Assets
* Cart moving functionality
* Drifting, Jumping, Turning

Week2: (Feb. 27 – Mar. 5th)

* Level Designed
* Sounds recorded/Music complete
* Finish Model assets
* Animation for Character
* Art concept (Passed from designers to get environment finished)
* Grabbing items
* Split Screen

Week3: (Mar. 6 – 12th)

* Menu Concept
* Get models and assets into game
* Power ups

Week4 (Spring Break – Mar. 13th – 19th):

* Polish and finish first playable
* Finish what isn’t done listed above