

COMP2511

Project Update

Week 04

Due Dates

- **Milestone 1:** 5pm Sunday Week 5; that is 5pm Sunday 07 July 2019
(Feedback: Week 6 Lab)
- **Milestone 2:** 5pm Sunday Week 7 ; that is 5pm Sunday 21 July 2019
(Feedback: Week 8 Lab)
- **Final milestone:** 5pm Sunday Week 9 ; that is 5pm Sunday 04 August 2019
(Demonstration: Week 10 Lab)
- **NOTE:** There is NO provision for late submissions with a late penalty.
Not submitting by the deadline is considered non-submission.

Vague Specs!, decide ahead of time...

- The requirements in the spec are **specific** in some places, but **vague** in others.
- You will need to **make your own choices** about what would give the best experience for the user.
- Please **read** the spec **carefully** and make **decisions ahead of time** to solidify the vague requirements into something more concrete.

Flexibility, but start simple!

- For some of the requirements, there is **flexibility** in how they are interpreted.
- It's usually best to **start** with the most **straightforward** possible interpretation and then only do something more advanced if you have time at the end.
- For example,
 - the enemy "moves toward" the player. The simplest interpretation of that is having the enemy try to move in a straight line toward the player, stopping if it hits a wall. More sophisticated solutions like searching for the shortest path or guessing where the player will go can be explored later, after getting the simple version to work.

Task Board, update it regularly

- You **MUST** continually **update** your **task board** as you work.
- Do **not** set it up for the first milestone and leave it alone after that.
- You **can lose marks** in later milestones for failure to update task board as you work.