Shooter 1 Milestones

# M1 – Blueprint textured cube. No level.

* Menu system to create new game and be able to exit
* New game should spawn new gameplay object
* Free floating camera
* Gameplay should spawn a “testcube” type
  + Uses Content to fetch geometry & diffuse texture
  + Sets diffuse material
  + Creates a SimpleObject instance with Flags = Model, Rotate

# M2 – Loading a real level.

* Build pipleline library
* Bring up Bsp compiler
* Load Entity info to spawn:
  + Bsp
  + Spinning cube with Flags = Model, Rotate, Audio Emitter
  + Position audio emitter
* Render Bsp

# M3 – First level walkthrough.

* Level collision
* Start & End points
* Player object + camera
* Full end to end progression including level exit to summary screen, and starting again
* Save/load working
* Oculus support

# M4 – Complex level with doors and triggers.

* Ramps, steps, elevators, etc…
* Doors and switches
* Triggers
* Player state machine