

Project: Choice

Good things: You've handled the moral ambiguity element fairly well.

Bad things: Contains a lot of "we'd like to..." and "maybe..." statements. This is supposed to be a complete design.

Please rewrite your dialog.

I am concerned with your level design and texturing plan. It seems very easy to make extremely boring-looking levels.

Prototype (February 25)

C - Set of untextured hallways/rooms connected with collision detection

B - Dummy weapon can fire at dummy targets, targets react accordingly

A - One character model

First Playable (March 18)

C - 50% of textures and sounds complete

B - 50% of weapons implemented, one full set of character animations

A - Enemies can idle, follow, and attack. Friends can follow.

Alpha (April 15)

C - Cinematic events 75% complete, all weapons complete

B - Levels complete, sounds complete, textures 80% complete

A - All AI behaviors, enemy and friendly, are fully implemented, all characters fully animated

Beta (April 24, Studio 1 of EMPAC)

C - All cinematic events complete

B - Textures complete

A - AI is polished