CS 2261 Milestone 03: Alpha

Instructions

For this Milestone, you will be getting the majority of the gameplay implemented. Again, I would highly recommend saving each Milestone separately so that you have something to revert to if there are strange problems occurring down the road. When you start on a new Milestone, you can just copy the folder and rename it to the current Milestone, then continue working.

For this Milestone, the player must be able to play the game and win and/or lose (depending on what said the game will have in M01) **from playing the game**. For instance, if your game were space invaders, you would have to be able to kill all of the aliens and win, as well as get hit and lose. The other gameplay details (colony movement, bonus spaceship, etc.) are not as important for this Milestone, but are still encouraged so that you can begin having people playtest it after you turn in this Milestone. The gameplay does not necessarily have to be the exact version that you will use for the final project, but it must be significantly closer to that than your M02 submission. To summarize, there are two main requirements:
- Ability to win and/or lose from playing the game
- Significant progress towards the final gameplay

Check your feedback for M02, and make sure you are implementing the things we recommend you have done by M03.

As with last time, do not get bogged down with art yet. If you finish the other M03 requirements, you can start adding in some more completed art assets, but I would recommend leaving all the sprites rudimentary at this point. Any extra time you have would be better spent improving the gameplay. With that in mind, **if it is essential to your game to have some artistic component in order to make sense, get that working now**.

One additional requirement - at the top of your main.c file, include a comment block that explains the following: what is finished about the game so far, what still needs to be added, any bugs that you have found, and, for our sake, how to play the game in its current state (and see anything you want us to see). Each Milestone from now on will also involve updating this.

Project Final Requirements Reminder

As a reminder, the requirements for the final milestone of the final project are as follows:

- At least 2 animated sprites
- Two or more simultaneous backgrounds
    - or one XL background (greater than 512x512)
- The following states: Start, Instructions, Game, Pause
- A Win and/or Lose state as applicable
    - you must have at least one or the other
- At least two sounds that can play simultaneously
    - one must be looping
- Cheat to make the game easier
    - not just skipping to the win state
- The ability to play the game correctly without having been told how to do so ahead of time
    - aided only be the in-game instructions and menus
- Bug-free gameplay

Submission Instructions

Compress your entire project folder, including all source files, the Makefile, and everything produced during compilation (including the .gba file) into a single .zip file. Submit this .zip on T-Square. Name your submission M03_FirstnameLastname, for example: "M03_ZezKaiEll.zip".