Milestone 2 – Core Engine & Gameplay

Due: Thursday, April 4th (week 11) by the start of class

# Description/Goals:

You’ve had practice with DirectX, you’ve formed groups and you have a game. This milestone is when you’ll get your core engine up and running, get your gameplay implemented and begin working on graphics systems.

No class-wide presentation required for this milestone. I’ll be coming around to the groups for a short one-on-one discussion. Simply show me what you’ve got so far.

For deliverables, I want a code drop of your game, as well as peer evals of your groupmates.

# Deliverables – What’s actually due

* Your **code** up to this point, which should have complete (or mostly complete) **gameplay**
* Peer **evaluations**

# Specifics:

## Gameplay

Now that your engine/framework is up and running, get the game itself working. Each group will have slightly different goals, so what this means will be different for each group. However, with what we’ve covered so far, you should be able to get the basic gameplay of your game mostly, if not fully, complete.

If there are gameplay-related topics that we haven’t covered yet (like terrain) that are necessary for your game, feel free to look ahead or contact me outside of class for a quick overview on how to get started.

## Graphics Programming?

Special effects like particles systems, shadows, refraction effects or fancy lighting can generally be added once the gameplay is working. However, if you have the time during this milestone, feel free to get started on any of these as well! The more you get started now, the further you’ll get overall.

## Peer Evals

Each milestone from here on out will require you to submit evaluations of your team members. I’ll provide a form on MyCourses that you can fill out. These evals let me know how things are going within the group, which is not always immediately obvious from the outside. If everything is going well, I expect your evals will be relatively short. While the individual results of the peer evals won’t be shared directly with your team members, if I notice a team or individual that appears to have problems, I may speak with that team or individual. The peer evals do have an impact on your final grade in the course, and are **required**. Not turning in peer evals will have a negative impact on your own grade.

## Presentation Style

For this milestone, I am not requiring presentations to the class. Instead, I want to meet with each group individually to see your progress, ask questions and answer any questions you may have. You should come up with a short list of topics to discuss or show off (groups in the past have organized these into presentation slides just to make them easier to view).