Milestone 3 – Fancy Graphics Stuff

**Due Date:** Thursday, April 18th (Week 13) at the beginning of class

As the milestones progress, teams are often in different places in terms of technology and specific graphics techniques or goals. Be sure to interpret the goals of each milestone in relation to your own team’s design, code, progress and timeline.

# Deliverables – What’s actually due

* Your **code** up to this point, which should have most (if not all) **graphics stuff started**
* Peer **evaluations**

# Goals

## Getting Caught Up

You should get caught up on any areas of previous milestones you’re still working on.

## Basics So Far

Your gameplay should be complete, meaning it’s in a playable state. You should have your basic rendering working, too. This includes textures, lights and potentially normal maps.

## Getting Fancy

Now is the time to implement the “fancy graphics stuff”: particles, skyboxes, reflections, post processing effects, etc. What exactly this means will be different for each group. I don’t expect it to all work at this point, but you should have a plan for what you intend to implement and begin working on the requirements and individual systems.

What I’m mostly interested in is overall progress. If you get stuck on something, email me or visit office hours to get back on track as soon as possible. If there’s an advanced feature you want to start on but we haven’t yet covered in class, I’m happy to give an overview during office hours.

# Presentation

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).

# Peer Evals

You’ll need another round of peer evals for this milestone, using the same form as previous milestones.