|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Kent | Kyle | Jeff | Steve |
| Milestone #2 | * Gathering Input from the controller. **(Jan 23)** * Provide API use through event system. **(Jan 27)** * Provide direct API to use. **(Jan 30)** * Tune input mapping to control cars. **(Feb 1)** * Create framework to control cars so it’s the same for human and CPU racers. **(Feb 5)** * Implement basic camera. **(Feb 10)** | * Acquire sound files.   **(Jan 26)**   * Add ability to load and play sound files. **(Jan 30)** * Design racing track.   **(Feb 3)**   * Tune vehicle prototype. **(Feb 8)** | * Create red brick model and plane. **(Jan 23)** * Add texture loading.   **(Jan 30)**   * Add shader and frame buffer effect framework. **(Feb 8)** * Design gameplay models.   **(Feb 13)** | * Implement springs for car. **(Feb 8)** * Acceleration implemented **(Feb 10)** * Braking forces implemented **(Feb 11)** * Steering forces implemented **(Feb 12)** * Integrate physics with red brick graphics.   **(Feb 11)** |
| Milestone #3 | * Add basic path finding for AI. **(Feb 17)** * Allow player to change camera position.   **(Feb 28)**   * Introduce slight delay to camera movement. **(Feb 28)** | * Integrate background game and menu music. **(Feb 16)** * Game rules implemented for power-ups **(Feb 17)** * Add car driving sound. **(Feb 20)** * Implement timing each car`s lap time. **(Feb 22)** * Implement game rules for current lap and laps finished.   **(Feb 24)**   * Tune playable vehicle mechanics. **(Mar 1)** | * Representation of power-ups. **(Feb 15)** * Drawing all gameplay models and objects.   **(Feb 20)**   * Implement shaders for rendering.   **(Feb. 27)**   * Add multi viewports framework for multiplayer. **(Mar 5)** * Add GUI for in-game and menu.   **(Mar. 5)** | * Add collision detection for objects.   **(Feb 14)**   * Integrate physics with playable game graphics.   **(Feb 28)** |
| Milestone #4 | * Reset AI cars when stuck. **(Mar 10)** * Make AI racers challenging. **(Mar 15)** * Make cars account for dangerous objects on the track.   **(Mar 20)**  Add path finding for projectile power-ups. **(Mar 14)** | * Add car driving sound for all cars.   **(Mar 9)**   * Implement sound for when particular events occur. **(Mar 13)** * Add main menu music.   **(Mar 16)**   * Increase speed or volume of music as player`s speed increases. **(Mar 18)** * Increase background music volume upon start of race.   **(Mar 22)**   * Test playable game.   **(Mar 25)** | * Implement working shadows and any remaining necessary shaders   **(Mar 9)**   * Integrate and test all graphics objects and their interactions.   Working special effects such as sparks and so on.  **(Mar 14)**   * Optimize drawing   **(Mar 20)**   * Implement remaining game objects needed for final product. **(Mar 26)** | * Physics interaction and representation of map.   **(Mar 9)**   * Collision detection and interaction with power-ups.   **(Mar 26)** |
| Final Product | * Add varying difficulties. **(Apr 1)** * Implement a “smart” camera.   **(Apr 5)** | * Test finished product.   **(Apr 15)** | * Tuning graphics.   **(April 15)** | * Tuning physics. **(April 15)** |

***Notes:*** All dates listed represent the date each individual expects to finish developing the feature attributed to it. We expect most features to be finished much earlier than April 16th, and will spend that extra time helping others with tasks that have fallen behind schedule first and foremost. With further free time we will move to bug fixing and testing, and if we still have free time we will begin implementing some of the bonus features listed in the game design document.

**Main responsibilities**

Kent – AI, camera

Kyle – Gameplay, sound

Jeff – Rendering

Steve – Physics