

**Team Name :** Artless  
**Game Name :** Astronomy Escape  
**Milestone :** Gold

## END OF MILESTONE REVIEW

### Goal Status & Plan

Goal 1 : Visual Lighting	
Status	Next step
Lighting is implemented. Able to create light effects.	Make the light to be useful in the game. Example, collecting collectibles can light up the portal etc....

Goal 2 : Asset Design	
Status	Next step
All the assets that are required in the game are done.	After receiving feedback from the professor, requires to change the art assets for the teleporter and the level door so as not to look like a placeholder art.

Goal 3 : Level Design	
Status	Next step
80% done, Two tutorial maps and one main level is done.	Two more big levels..

Goal 4 : In Game HUD	
Status	Next step:
HUD Shows up and works. Pop up screen works, but must be a single entity	Format HUD to a proper HUD Design, make Pop up screen work with multiple entities

Goal 5 : Transition Effects between Screens	
Status	Next step
Transition to next level is working	Add celebration before transit to next level

## Goal 6 : Stage Score System

Status:	Next step
Has yet to be integrated due to focusing on other aspects of the gameplay	To have a fully working score system in the game that is synchronized with the winning screen.

## Goal 7 : Health System

Status	Next step
10%	Have a working health system in the game

## Goal 8 : Enhanced Camera Transition

Status	Next step
50% implemented	Zoom in effect to the objects. Eg. When players activate the lever the camera zooms into the door open. etc...

## Team Survey

Member	QoW	QoP	Morale	Comments
Justin Yip	4	3	4	
Goh Wei Zhe	4	3	4	
Kenric Tan	4	3	3	
Lee Liang Ping	4	3	4	
Lee Jun Jie	4	3	4	

## General Suggestions/ Feedback

### Positive

It's the final stretch again, guys. Hang in there! Don't give up!	Justin
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# PLAN FOR GOLD

## SPRINT 1

### Goal 1 (NEED) : Light Effects (continue)

Priority	Acceptance Criteria	Comments
1	Particles and Light physic <ul style="list-style-type: none"><li>- Floating effects etc...</li></ul>	
1	Players 'collect' light and activate the portal. "Spinning"	
2	More lighting effects <ul style="list-style-type: none"><li>- Teleport</li><li>- Levers</li></ul>	

### Goal 2 (NEED) : Enhance Camera Effect (continue)

Priority	Acceptance Criteria	Comments
1	Zoom In Effects for certain actions. <ul style="list-style-type: none"><li>- Activating Lever, zoom in to</li><li>- Collect Collectibles, Zoom in to portal</li></ul>	

### Goal 3 (NEED) : Text Feedback

Priority	Acceptance Criteria	Comments
1	Tutorial text Feedback	
3	Interactable feedbacks	

### Goal 4 (NEED) : Transition to next screen

Priority	Acceptance Criteria	Comments
2	Celebration screen before transit to next screen	

### Goal 5 (NEED) : In-game HUD (continue)

Priority	Acceptance Criteria	Comments
1	Format HUD to a properly designed one	
2	Make Pop up screen work with multiple entities	
3	Add in a working continue button for Victory Screen	

**Goal 6 (NEED) : Defeat**

Priority	Acceptance Criteria	Comments
1	Link defeat state to having no lives in inventory	
2	Have death actually remove lives from inventory	

**Goal 8 (NEED) : Life Systems**

Priority	Acceptance Criteria	Comments
1	Integrate life systems for the player	
2	Display and synchronized the life on HUD	

**Goal 7 (NEED) : Score Systems**

Priority	Acceptance Criteria	Comments
1	Integrate score systems for the player	
2	Display and synchronized the score on the winning scene	

## SPRINT 2

### Goal 1 (NEED) : Improvement on Art Assets

Priority	Acceptance Criteria	Comments
1	Rework on the planets on the main menu and level selection	Make the planets more vector based for less realism approach
1	Rework on the teleporter and level door	As per feedback, requires to improve on the design so as not to look like a placeholder art
3	Animation for teleporter and level door	To further enhance the visual appeal of the object

### Goal 2 (NEED) : Polishing UI

Priority	Acceptance Criteria	Comments
1	Resizing of the font in HUD	Currently the font in HUD is generally smaller, which results in inconsistent with the size.
1	Main menu game title needs to be larger and more engaging	Currently the main menu game title looks too general which does not stand out much.
3	Have a custom animated mouse cursor	

### Goal 3 (NEED) : Level Design

Priority	Acceptance Criteria	Comments
1	Come out with several more engaging level for the gameplay	Try to design a level whereby there is a minimal or even no soft-locking.

### Goal 4 (NEED) : Basic Cinematic

Priority	Acceptance Criteria	Comments
2	Create a basic cinematic for the game	Requires in the gold rubrics to have a basic cinematic in the game.
2	Suitable audio for the basic cinematic	

### Goal 5 (NEED) : Feedback on the UI

Priority	Acceptance Criteria	Comments
1	Scaling feedback on the buttons on hover	
2	Transition effects between the menus / UI	