# **INDIVIDUAL MILESTONE REPORT**

**Every student** must submit a report at each milestone detailing all the work they have done for the class. This report is submitted through a submission link in Moodle (https://distance3.sg.digipen.edu).

**Subject Line**

The file name must be in the following format: “**GAM250A\_IMR\_ALPHA\_LastName\_FirstName.docx**”. Incorrectly formatted files will be rejected.

**Contents**

The contents of this report must start with the following (in this order, with all caps for the section titles). Anything in italics here must be changed to whatever is appropriate for you (but should not be in italics in the actual submission you send).

MILESTONE: Alpha

TEAM NAME: Artless

GAME NAME: Astronomy Escape

JOBS/CHAMPIONING: Programmer / Level Design Champion

The next section contains a detailed listing of all the code you wrote this milestone. For every source file you wrote code in, state the number of lines of real code you wrote (within +/- 10 lines, you can use LOC to assist with this), the file name, and then a description of what the code you wrote does (this can be much longer than what is listed in the example below). Note that “lines of code” does not include comments, empty lines, header files (unless they have real in-line code in them), include statements, lines with just braces on them, code broken into multiple lines to inflate the count, repetitive cut-and-paste code, etc. Quality and difficulty of code counts more than quantity, so do not just focus on writing lots of lines. Give us the TOTAL LOC at the end.

CODE: NI

*TOTAL LOC: 0*

The next section contains a detailed listing of all the scripting you made this milestone (if any). Scripting the game or tool application can be for gameplay, content, level design, or systems. Your demo can be made in the custom engine. For every milestone, state how many different versions you made and a description of the different versions. You must also have tested your runtime, at the very least among your team members. Quality and difficulty of your application counts more than quantity, so do not just focus on making lots of quite simple snippets.

NIL

This section contains everything you did for this milestone that was not actual making of the game/tool. This includes debugging, optimizing, testing, running playtest sessions, planning, meetings, designing, creating or finding art, creating or finding audio, preparing presentations, helping teammates, helping other teams, helping the instructors, buying food for the team, etc. Just include everything.

Game & Level Designs:

- Research on similar puzzle game for more game mechanic ideas.

- Suggest and convince team member with my suggested game mechanic ideas for beta milestone which to implement switches/levers and teleportation to make the game more interactive in the subsequent levels.

- Research how audio should sound like in 2D and 3D space games.

- Search and replace suitable background music required for main menu, level 1 and subsequent level 2 and 3.

- Search and replace suitable sound effects required for selection key, static AI blast, AI zap, AI laser, push, teleportation, meteor showers, switches/levers, timer, death, lose and win screen.

Finally, throw in anything else you think is relevant, including comments on how you think your teammates are doing (positive or negative), explanations for poor performance or absences, explanation of team changes, how the milestone/semester went, etc.

NOTES:

At the start of this milestone, our group was very lost in how to improvise the game by adding more game mechanics for subsequent levels to make the game more interactive. There was no workload distributed in the first few weeks as we consulted professor on this issue and feedback was to set our directions right before starting to code instead of implementing more features heedlessly or trying to score well in rubrics without learning how to make a fun game.

Due to limited time left and most features for a level completed, we improvised visuals, audios and add several missing features such as a victory screen. Then, we will start with our discussed plans as said in the presentation such as breaking it down into tutorial and implementing the additional features for level 2 and 3 to be showcase in beta milestone.