# **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: Beta

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:

GameTypes.h: 14 Lines (Added new object, texture, and sound types)

Serialization.cpp: 12 lines (Added new object and texture types)

StageChanger.cpp: 24 lines (Added multiple new levels states)

PauseMenu.cpp: 38 lines (Updated the instructions in the pause menu)

PauseMenu.h: 1 line (Added one new function)

MainMenuInputSystem.cpp: 258 lines

(Added mouse click, hovering sound effect to level select, instructions, options, credits and quit in the main menu)

*TOTAL LOC:* 349

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.

EXTRAS:

- Find more and replace more suitable audio and sound effects given from alpha feedback.

- Replaced and aligned all background and button images for level select, instructions, option, quit in the main menu.

- Replaced and aligned all background and button images for instructions, option, quit in pause menu

- Replaced and aligned all background and button images for the level pop up screen, winning and losing 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:

Teammates were very united and cooperative in helping out with one another. They were also very clear on their objective for Beta and distributed the work evenly so as to work more productively towards this milestone.