HW 5: Milestone 1: Design Spec

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This is our first of 3 milestones for the final project! At this stage, we want to solidify a plan for the technical + creative components of the project.

Overview

Your design spec should be detailed enough so that anyone can create the project without too much extra work. At the minimum, it should include:

- ☐ Brief one-sentence overview of the project
- ☐ List of scenes in the project -- you might only have one scene
- ☐ For each scene:
    - ☐ Brief one-sentence overview
    - ☐ Description of the state that needs to be tracked as the user interacts with the scene (score?)
    - ☐ List of key objects
    - ☐ For each object:
        - ☐ Technical description of the components attached to the object (collider? trigger? rigid body? rigid body without gravity? script? what will the script do?). Include your reasoning!
        - ☐ If any, an asset (link to free online 3D model?)

You should also add:
- ☐ List of questions that you have for the teaching team
- ☐ Screenshots or a video of your team's progress so far

Submission Instructions

Submit a document with your design spec by 5:00 PM on Friday (Feb 24th)!
Only one person per group needs to submit.