

COSC 480: Milestone 1

Briefly, this is what I expect to see:

- Most Sprites/Models and Art assets
- Basic Movement Functionality
- Some gameplay implemented
- Basic Design Documents

This is all due September 29th. During the class period, each team will turn in to me the code that you have completed as well as copies of any design documents and concept stuff that you have. Each member will need to evaluate the other members of the team in total contribution effort thus far. Grade them on an A, B, C, D, F scale. These will remain with me and not released... ever (unless federally mandated).

Also, each team will demo Art assets, movement and gameplay functionalities in a 15 minute presentation with a 5 minute Q&A. **BE PREPARED:** you will be asked to defend the originality of your game as well as “fun factor”.