

# Shattered Seal: Echelon

Milestone 2 Progress Evaluation

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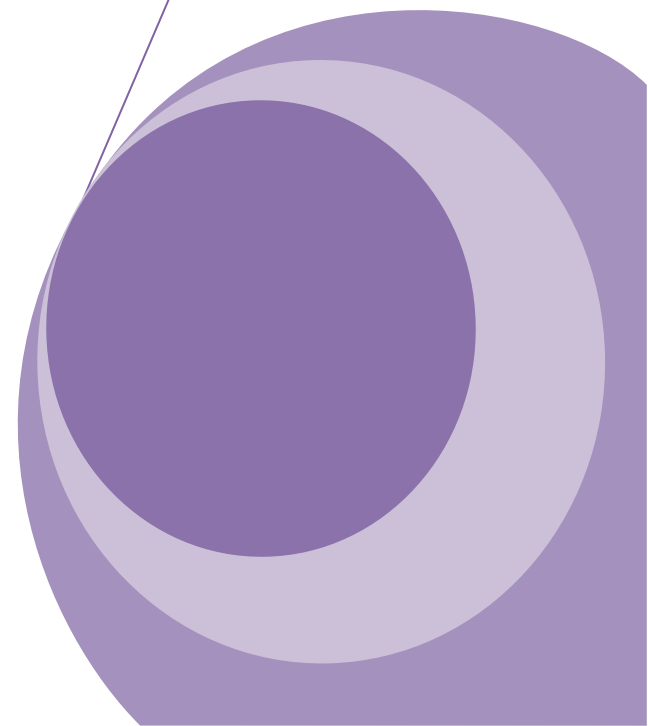
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## Milestone 2 Progress Matrix

	Bryan	Dan	Paul	Scott	Stephen	Total	To Do
Implement, test & demo <i>Main Menu</i>	0%	50%	0%	0%	50%	100%	<i>None</i>
Functioning on 360	0%	50%	50%	0%	0%	100%	<i>None</i>
Game Data Structures	2%	59%	0%	19%	0%	80%	- Implement XML save files - Finish with Tilemap
Game Art	0%	0%	0%	0%	3%	3%	- Character and Environment design
Game AI	25%	0%	0%	0%	0%	25%	- Create more AI algorithms for the other types of units and then implement them

### Task Summary:

- Implement, test & demo *Main Menu*:  
The main menu interface must be designed, coded, and tested. Graphically, the interface must fit the mood of the background story of Shattered Seal: Echelon. The task serves as a stepping stone for fully understanding the code required to build the other interfaces used in the game.
- Functioning on 360:  
Any code produced must be tested to see if it functions on the Xbox 360.
- Game Data Structures:  
Finish researching what options are best for data structures. Also, begin planning what the data structures will look like.
- Game Art:  
Design graphics for the Main Menu interface. Also, begin the design of the characters and environment for the gameplay.
- Game AI:  
Plan the various primitive AI algorithms that the non-player character units (NPCs) will use to interact and react to the decisions made by the player.

## Milestone 3 Task Matrix

	Bryan	Dan	Paul	Scott	Stephen	Total
Briefing Screens	0%	0%	40%	40%	20%	100%
Gameplay Screens	0%	100%	0%	0%	0%	100%
Miscellaneous Screens	0%	10%	35%	35%	20%	100%
Game AI	100%	0%	0%	0%	0%	100%
Character & Environment Design	34%	30%	0%	0%	36%	100%
Integration	20%	20%	20%	20%	20%	100%

### Task Summary:

All of these tasks are towards the overall goal of having a single, functioning level finished for Milestone 3. Thus, all of these tasks are specifically related to what is needed to finish a single level.

- Briefing Screens:  
All of the pregame interfaces that the player will navigate through.
- Gameplay Screens:  
The gameplay portion of the software. This also includes our handling of the physics (collision detection, etc.).
- Miscellaneous Screens:  
The other screens that a player might navigate through while using the software. Specifically, this will include the creation of and interaction with the save files through the Main Menu interface.
- Game AI:  
For the enemy units that will be included in this level, they must all have functioning, unique behaviors as they engage the player..
- Character & Environment Design:  
The characters and environment of this level must be designed and then visually implemented.
- Integration:  
Because the project is being developed modular-based, all sections must be able to be integrated and work together.

## Sponsor Feedback

Please provide feedback for each task:

1.

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12. Signature: \_\_\_\_\_ Date: \_\_\_\_\_

## Sponsor Evaluation

Sponsor: detach and return this page to Dr. Chan (EC 242)

Scores (0-10) for each member: circle a score (or circle two adjacent scores for .25 or write down a real/float number between 0 and 10)

Bryan Evans	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Dan Baumann	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Paul Graham	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Scott Leierer	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Stephen Garcia	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

Signature: \_\_\_\_\_ Date: \_\_\_\_\_