

Shattered Seal: Echelon

Milestone 3 Progress Evaluation

Bryan Evans, bevans@my.fit.edu

Dan Baumann, dbaumann@my.fit.edu

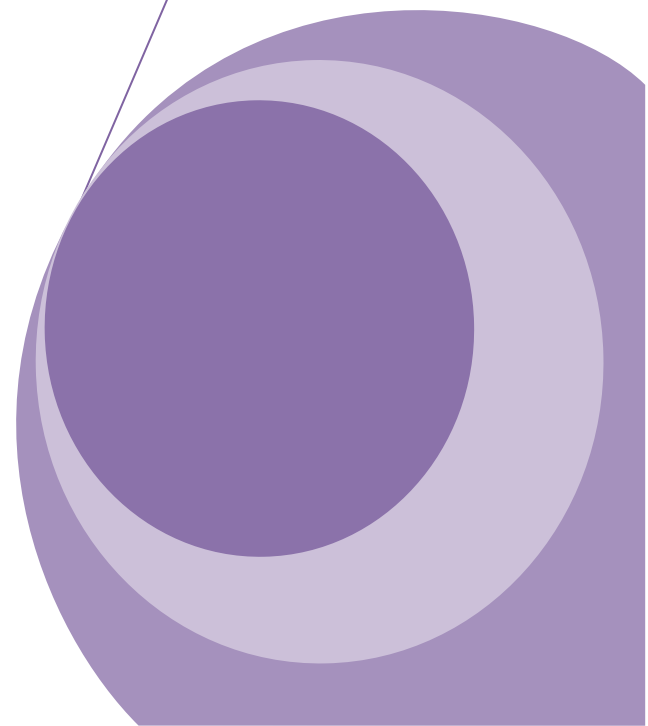
Paul Graham, pgraham@my.fit.edu

Scott Leierer, sleierer@my.fit.edu

Stephen Garcia, sgarciam@my.fit.edu

Faculty Sponsor:

Dr. William Shoaff, wds@cs.fit.edu



Milestone 3 Progress Matrix

	Bryan	Dan	Paul	Scott	Stephen	Total
Briefing Screens	0%	0%	35%	35%	10%	80%
Gameplay Screens	0%	95%	0%	0%	0%	95%
Miscellaneous Screens	0%	0%	35%	35%	20%	90%
Game AI	100%	0%	0%	0%	0%	100%
Character & Environment Design	10%	30%	0%	0%	25%	100%

Task Summary:

All of these tasks are towards the overall goal of having a skeleton ready for functional level. Thus, all of these tasks are specifically related to what is needed to have a working level.

- **Briefing Screens:**
The briefing screen covers: the loading of dialogue files, displaying of the dialogue, and displaying of the mission objectives to the player. Dialogue files will be saved using a separate development tool. In order to complete this task, we must still display content to the screen.
- **Gameplay Screens:**
The gameplay screen handles the gameplay portion of the software (i.e. the moving of the character model). For this milestone, we accomplished displaying the character and enemies. Also, user input from the controller will control the character.
- **Miscellaneous Screens:**
The other screens that a player might navigate through while using the software. Specifically, this will include the interaction and creation of the save files through the Main Menu interface. Remaining work for this task includes the testing of the load function.
- **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. The AI for these units will include the chase, evade, and attack behaviors.
- **Character & Environment Design:**
The characters and environment of this level must be designed and then visually implemented. Specifically, characters should first be conceived through character sketches before being implemented through sprite sheets.

Milestone 4 Task Matrix

	Bryan	Dan	Paul	Scott	Stephen	Total
Finish Gameplay	0%	5%	0%	0%	0%	100%
Story	0%	80%	20%	0%	0%	100%
Level Design	0%	40%	30 %	0%	30%	100%
Implement AI and Scripting	50%	50%	0%	0%	0%	100%
Artwork	30%	0%	0%	30%	40%	100%
Integrate Screens	0%	0%	50%	50%	0%	100%

Task Summary:

All of these tasks are towards the overall goal of having a single, functioning level finished for Milestone 4. Thus, all of these tasks are specifically related to what is needed to finish a single level.

- **Finish Gameplay:**
This task is simply to finish the portions of the gameplay screen that were not completed during the last milestone. These include animations, weapon selection, and spell implementation.
- **Story:**
Finish the story outline for each level for Act 1. This specifically includes the script of the story as well as detailed descriptions of the characters (enemy units, etc.) and environment.
- **Level Design:**
Level design specifically covers out mapping the level, designing the data structure for saving to and loading from a file. The design should include the use of invisible walls to limit where the player character can be while interacting with the game.
- **Implement AI and Scripting:**
Design and implement more AI behaviors and allow them to be accessed by the gameplay screen. Also, scripted events will be planned and added to the level's design.
- **Artwork:**
The characters and environment of this level must be designed and then visually implemented. Specifically, characters should first be conceived through character sketches before being implemented through sprite sheets.
- **Integrate Screens:**

Milestone 3 Progress Evaluation

The different screens that make up the game have been designed modularly and must now be able to interact with each other. Using the screen manager, we must be able to have the screens display when appropriate.

Sponsor Feedback

Please provide feedback for each task:

1.

2.

3.

4.

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9.

10.

11.

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: _____