

# Shattered Seal: Echelon

Milestone 4 Progress Evaluation

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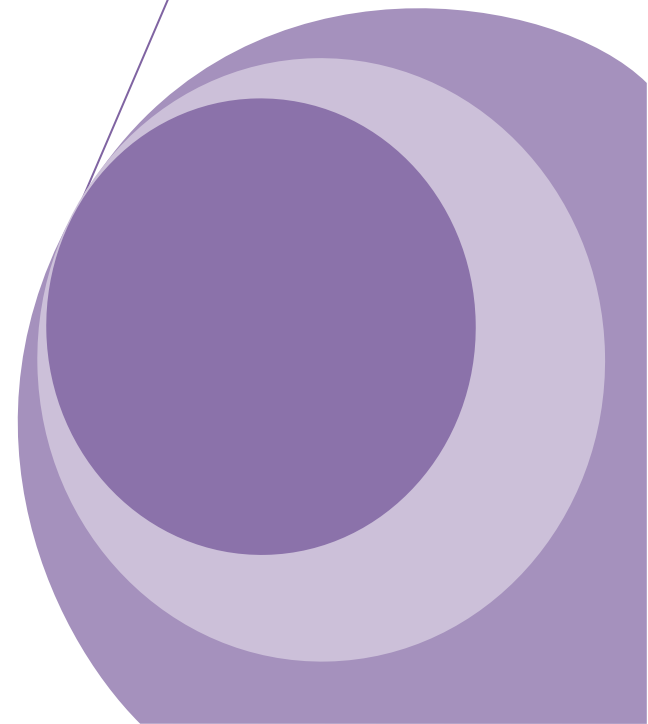
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## Milestone 4 Progress Matrix

	Bryan	Dan	Paul	Scott	Stephen	Total
Finish Gameplay	5%	5%	0%	0%	0%	90%
Integrate Screens	0%	0%	0%	90%	0%	90%
Sprite Sheet and Sprites	0%	0%	0%	0%	69%	69%
Level Design	0%	30%	0%	0%	0%	30%
Update Briefing Screens	0%	0%	20%	60%	20%	100%
Talent Screen	0%	10%	30%	10%	0%	50%
Implement AI and Scripting	80%	0%	0%	0%	0%	80%

### 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.

- **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.  
  
 To be completed:  
 Animations classes still need to be implemented for the various unit subclasses. This includes, but is not limited to, player character movements, enemy unit movements, and weapon/spell fire.
- **Integrate Screens:**  
 The various screens that have been developed in the first semester must now be integrated into the screen manager.  
  
 To be completed:  
 Although the majority of the screens are now interconnected, a few screens remain to be created and integrated. This includes the talent screen and options menu that can be accessed in0game.
- **Sprite Sheet and Sprites:**

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The animations and framesets for the sprite sheets are ready to be loaded through the content pipeline from an xml file containing sets of animations each with sets of frames for a specific sheet.

To be completed:

Artwork for each character and unit must still be created.

- Level Design:

The environment for mission 1 must be planned out. This specifically means planning the design around the gameplay style of the mission. Also, a decision must be made as to what to use for displaying the background imagery and detecting boundaries.

To be completed:

The level must still be designed around the gameplay and goal of the mission. Then, art work must be made for the background images as well as map objects that are going to add to the feel of the environment

- Update Briefing Screens:

This pertains to modifying the background artwork, option selection, and specific aspects of the individual screens. Work completed includes creating the artwork, loading it into the code, and displaying background and selectors in correct spots. Also, selectors must load the correct screens when activated.

- Talent Screen:

The planning of the talent screen. This includes the placement of the talent screen artifacts as well as how different aspects and functions of it will be displayed to the player.

To be completed:

The talent screen data must still be loaded and displayed into the screen. Also, a finalized graphic must be created to be displayed.

- Implement AI and Scripting:

Integrate the unit classes with the other gameplay classes. Specifically, this will finalize the collision detections for the different unit types as they interact with the in-game world.

To be completed:

The code for detecting a line-of-sight to the player from an enemy unit has been completed, but must be implemented and tested.

## Milestone 5 Task Matrix

	Bryan	Dan	Paul	Scott	Stephen	Total
Total Implementation	0%	5%	0%	0%	0%	100%
Sound and Music	5%	5%	80%	5%	5%	100%
Senior Design Showcase Preparations	20%	20%	20%	20%	20%	100%
Artwork	10%	0%	5%	5%	80%	100%
AI Implementation	90%	10%	0%	0%	0%	100%
Level Design	0%	40%	25%	10%	25%	100%
Mission Design	10%	20%	10%	50%	10%	100%
Talent Implementation	0%	75%	5%	20%	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.

- **Total Implementation:**  
Work across all areas of development into a single working application.
- **Sound and Music:**  
This encompasses all of the audio of the game. Music specifically tailored to the different menus and different portions of the gameplay. Also, there will be sound effects for actions taken by the user in the game menus (such as selecting a button) as well as sound effects for adding effect to the in-game environment.
- **Senior Design Showcase Preparations:**  
This includes having a poster and project abstract completed in preparation for the Senior Design Showcase. The poster must be design to the standards and expectations of the showcase and must be completed by 3/26. A n abstract of up to 150 words must be completed by 3/4.
- **Artwork:**  
This includes remaining artwork from the last milestone as well as what will be needed for having a working version of Mission 2 and 3. Artwork to be done includes the talent screen, sprite sheets for all the units, and graphics for the animations of the weapons, spells, and map objects.
- **AI Implementation:**

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The current AI scripts must be implemented with the in-game units and objects. Also, further AI behaviors must be coded for the new units that appear and in Missions 2 and 3.

- **Level Design:**  
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.
- **Mission Design:**  
A more detailed development for the storyline for Missions 1-3. This includes the detailed character descriptions, a more in-depth description of the story, and a finalized dialogue script to be displayed in the briefing screens and during gameplay for each mission.
- **Talent Implementation:**  
The talent aspect of the gameplay must be materialized. This includes the graphics for the screens as well as the coding of the in-game functions.

## Sponsor Feedback

Please provide feedback for each task:

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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: \_\_\_\_\_