

# COSC 438: Milestone 1

Briefly, this is what I expect to see:

- Basic Movement Functionality
- Some gameplay implemented
- Basic Design Documents
- Finalized title

This is all due October 5th. 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 and email these grades to me. These will remain with me and not released... ever (unless federally mandated).

Also, each team will demo your work-in-progress 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”. You should also show off a 30-second trailer for your game. This trailer should be posted to YouTube and the link sent to me by 11:59pm on the 4th. I will be forking your projects immediately after class on the 5<sup>th</sup>.