COSC 480: Milestone 2

Briefly, this is what I expect to see:

> Some art assets complete
> Gameplay functionality 90% complete
> AI functionality implemented
> Scoring and/or goals incorporated
> GUI complete
> Title screen and pause menus designed and implemented

This is all due October 21st. Also, 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). This is due by the end of the class on the 21st.

Also, each team will demo art assets, movement and gameplay functionalities in a 15 minute presentation with a 5 minute Q&A. Prior to the due date, you will need to post a 3 minute trailer to YouTube and be prepared to show this as part of your presentations. This should be a proper trailer, not simply a gameplay walkthrough. Audio should be incorporated in the trailer. The link to your YouTube trailer should be sent to me by 11:59 pm on October 20th.

An example of what I'm looking for from your trailers (this is from a previous class):

http://www.youtube.com/watch?v=U0j2CRYAJNE

This milestone should represent a product 75% completed. Note that beta copies are due to me 11/25 to be distributed to the external judges, potentially to the 120 students and to be posted on my webspace for public consumption. This is listed as Milestone 3, but there will not be a formal presentation for that milestone.