

Milestone #4
CpSc 481/681: Sensor Enabled Game Construction
Computer Science Department
Clemson University
A Game with Sensors
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This fourth milestone is due on Monday, April 14th, 2008, when you will present your milestone results in class.

The requirements for this presentation are relative but the goal of the course is fixed: build a *working game*. We will evaluate this fourth milestone based on the amount of progress you seem to be making toward realizing the design that you described in your third milestone and the progress that you are making toward achieving the goal of the course.

the following list provides some guidelines which, although they are not absolute, indicate the kind of progress that we would like to see in your fourth milestone presentation:

1. Incorporation of sensor technology.
2. Progress toward a nearly working level, with animation, text, sound.
3. For 2D games: some sprites; for 3D games: some models.

The ultimate goal for the course is a *working game* that exploits sensor technology, is playable, enjoyable, maintains a score, has several levels, and declares a winner. We don't expect a finished product for this fourth milestone, but we would like to see that you are making progress and that you are working toward the design that you presented and that the ultimate goal is in sight.

Also, most of you are working in a group. Recall that, as we have stated in point #8 in the course policy and reiterated during lecture: "All members of a group will be evaluated on an individual basis." Thus, we would like to be able to evaluate all members of the group during the presentation. So please try to make it clear what each participant has accomplished in achieving the fourth milestone.

We will evaluate each of you individually during your presentation based on what you have accomplished toward meeting the expectations for the course.