

Week 2 (Demos in class)

- April 30
 - One level with terrain or other immovable obstacles
 - Entities at initial positions in level, entity control
 - Camera at initial position and camera controls
- May 2 **(20%)**
 - Well textured entities and terrain **(5%)**
 - Entity physics finalized **(5%)**
 - NPC AI alpha **(5%)**
 - Multi-player alpha (if applicable) **(5%)**

Week 3

- Monday May 7 **(30%)**
 - Initial game-play demo **(15%)**
 - Non-group members will play your game **(10%)**
 - Feedback **(5%)**
- Wed May 9 **(50%)**
 - Final Game Demo **(25%)** 11 a.m. – 1 p.m. Pizza
 - Non-group members will play your game and help with evaluation **(25%)**