Spring ’16 CIS 410/510 Beta build – 100/100 points – Due Friday, 5/20, 11:59 PM

The milestone structure for the remainder of the project will be as follows:

Beta build: All “wish list” features in place, but with placeholder assets if necessary.

Feature-freeze build: All final assets in place, only bugs and tuning issues remain. Ready for in-depth playtesting.

Final build: Put a cherry on top.

1. [10] Create a tag named beta in your version-control repo.

2. [40] Write a single, publicly readable document (e.g., Google doc) for your group including:
   
   • (10) One thing that the group appreciates most about each group member.
   • (10) Details regarding any deviations that you have made from your original project proposal and a list of any remaining placeholder assets and/or known bugs.
   • (10) A link to the beta tag in your version-control repo.
   • (10) A link to a short video showing gameplay of your game, highlighting the changes since the alpha build. The video should be footage captured from the beta tag of your repo.

3. [20] Give a ~3-minute presentation on your project in class on Friday, May 20th! Please post a link to your gameplay video on Piazza prior to the presentation.

4. [30] Completeness and polish with respect to all gameplay mechanics listed in your original proposal or as deviations from your original proposal. Only placeholder assets, bugs, and tuning should remain at this point.

Have your Project Manager submit a link to your milestone document to Canvas (see Assignments section for submission link).