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

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

Final build: Final build incorporating suggestions from playtesting.

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

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

3. [20] Give a ~3-minute presentation on your project in class on Friday, May 27th! 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 and assets listed in your original proposal or as deviations from your original proposal. Only 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).