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

- **Friday, May 3rd**: Proof-of-concept build to de-risk the core gameplay loop in a single placeholder environment using placeholder assets.
- **Friday, May 17th**: Alpha (vertical slice) build containing a refined gameplay loop (based on playtesting), basic progression, one complete playable environment.
- **Friday, May 31st**: Beta build containing five complete playable environments, further refinement of gameplay loop and progression.
- **Monday, June 10th**: Final build containing final iteration of gameplay loop and progression, tutorials, additional “environmental” rewards, remaining bug fixes, UI polish, etc.

Given the limitations for Unity Collaborate, we’re going to use Github for our project repos going forward.

Art/sound assets can either be created by your team or gathered from other sources, but your project should have a unique look and feel (i.e., not similar to any existing project or game). All code (i.e., custom scripts, shaders, etc) used in your project must be written by your team. Exceptions may be made in cases where needed code is absolutely outside the scope of the course – see me.

There will be three deliverables for this build:

1. **[20]** An online document (Google doc, Paper doc, web page, etc) for your team including:
   - (5) A description of each team member’s contribution to the build.
   - (5) Details regarding any deviations from your project proposal that you have made or plan to make.
   - (5) A link to your Github repo for the project.
   - (5) A link to the Kanban board used to track this build and a link to the Kanban board you’ll use to track the next (alpha) build.

2. **[60]** Create a “poc” tag in your Github repo. The game should build for the Unity WebGL Player with all necessary assets when we pull the tag from your repo. The build will be evaluated based on the extent to which it de-risks your proposed game mechanics and the overall quality of the codebase.
3. [20] Bring a laptop with a build of your game to class on Friday, May 3rd. This does not need to be the build from your Github tag above. Be prepared to collect playtest feedback from your peers, the instructional staff, and possible surprise visitors!

Have your product owner submit a link to your build document on Canvas (see Assignments section for submission link).