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

- **Wednesday, May 27**: Beta build containing three complete playable environments, further refinement of gameplay loop and progression.
- **Friday, June 5**: Final build containing final iteration of gameplay loop and progression, tutorials, additional “environmental” rewards, remaining bug fixes, UI polish, etc.

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 four deliverables for this build:

1. [20] Create a new Trello Kanban board to track tasks for this build – I recommend starting with the Engineering Kanban template. Create Kanban cards to represent all of the necessary tasks for the build. All tasks should be in columns that accurately reflect their status at the time the build is tagged (see below).

2. [40] Create a “beta” 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 quality and completeness of your three playable environments, the extent to which the gameplay loop and progression are further refined, and the overall quality of the codebase.

3. [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 changes to your core gameplay loop and/or progression based on playtest feedback.
   - (5) A link to the Trello board used to track this build.
   - (5) A link to your Github repo for the project.

4. [20] Have at least one of your team members participate in “playtest day” on Wednesday, May 27 during normal lecture time (12-1:20 PM). We’ll tentatively plan to use the same format that we used for the PoC playtests - each team will need a link to their playable Beta build (WebGL) and a Zoom room!
Have your product owner submit a link to your build document on Canvas (see Assignments section for submission link).