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

- **Wednesday, April 29th**: Proof-of-concept build to de-risk the core gameplay loop in a single placeholder environment using placeholder assets.
- **Wednesday, May 13th**: Alpha (vertical slice) build containing a refined gameplay loop (based on playtesting), basic progression, one complete playable environment.
- **Wednesday, May 27th**: Beta build containing three complete playable environments, further refinement of gameplay loop and progression.
- **Friday, June 5th**: 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 (e.g., custom scripts, shaders) 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. All code used as reference must be cited with links as comments in code.

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. Create Kanban cards to represent all of the necessary tasks. All tasks should be in columns that accurately reflect their status at the time the build is tagged.

2. **[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 Trello board used to track this build.

3. **[40]** 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.
4. [20] Have at least one of your team member participate in “playtest day” on Wednesday, April 29th during normal lecture time (12-1:20 PM). More details to come, but expect that this will require each team to have a link to their playable PoC 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).