

CSCx171 Milestone #3

Prototyping

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1 Description

Milestone #2 described the iterative design process and led you through one iteration. To complete your game you should continually be looping over the four stages of iterative design: Prototyping, Playtesting, Evaluation and Refinement. In this Milestone, you will simply demonstrate a prototype of your game that is 60% complete.

Deliverables

You must submit the following on, or before, November 16

1. A playable 60% prototype that you will demonstrate in lab.
 - (a) You must be able to verbally supply evidence that this prototype implements 60% of your game.
2. You must also electronically submit your “.fla” file that implements the 60% prototype of your game and a text file named “README” that briefly describes your game, the features your prototype implements, and the names of your team members (include at the top of the text file).
 - (a) Use the *handin* command to submit your file. The following link provides directions:
 - i. You will submit your work using *handin* to the “csc171” directory.

Assessment

You will be graded in the following categories:

- 60% Prototype (5pts)
- README file (3pts)
- “.fla” file (runnable) (3pts)