CSC123 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, February 23 (up to 11:59:59pm):

1. A playable 60% prototype.

2. You must also electronically submit a compressed folder that contains all the files that implement 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 PolyLearn to submit your files:
      i. Rename the folder that contains your game's files so that it includes your group and section numbers.
      ii. Create a zip archive of your game folder by right clicking on it and select *Send To* and then *Compressed (zipped) folder* in the popup menu.

Assessment

You will be graded in the following categories:

- 60% Prototype (8pts)

- README file (1pt)

- Correctly submitting all files necessary to compile and run your prototype (1pt)