

Schedule of coming attractions (3/25/03)

Thursday, March 27

Alpha-release physics engine:

Ball bounces and rolls; scene includes one triangle in standard orientation; ball position and velocity can be set by user; triangle vertices can be position by user in standard configuration

Thursday, April 4

Beta-release:

Golf game: Scene loader, generalized physics engine, camera class, golf ball and golf club, user input

Tuesday, April 9

v1 Release:

Includes scoring, sound effects, textures and full documentation

Tuesday, April 15

Final Project:

Game spec, use cases, domain analysis

Thursday. April 17

Final Project:

Risk analysis, alpha release schedule, test plan

Final exam time

Final Project:

Presentation, documentation