Progress Evaluation

Project Name: 4D World

Team Members: Ryan Culp [rculp2009@my.fit.edu], Sean Cameron [scameron2009@my.fit.edu], Romain

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Faculty Sponsor: Scott Tilley [stilley@fit.edu]

Progress of current Milestone:

Task	Completion	Sean	Ryan	Romain
Investigate Tools	100%	33%	34%	33%
Requirement Document	100%	0%	100%	0%
Test Plan	100%	100%	0%	0%
Design Document	100%	15%	70%	15%
'Hello World' Test World	100%	30%	70%	0%

Summary of Tasks:

- Task 1: We investigated which game engine to use from a small list of individual choices. We settled on the Unity engine because it seemed to be the most suited for the game we were tying to make.
- Task 2: After discussing what will be required for the game one of us wrote the actual document.
- Task 3: Many features in a game need to be tested to make sure the work properly that will need to be worked on as the programming commences.
- Task 4: We discussed a plan on how to design, build and better plan out the development of the game that was compiled into the document by one member.
- Task 5: We worked with the Unity engine and created at least two different test worlds. The more developed of the two worlds was posted on the website and tested for minor physics checks and required to make sure it worked on the site for demo.

Plan for Next Milestone:

Task	Sean	Ryan	Romain
Phase Shift	40%	40%	20%
Physics Engine	33%	34%	33%

Summary of Tasks:

• Our next working will be to attempt to work on trying to get a phase shift feature to work. We will be attempting to change how certain basic objects will work under different phases and be try to properly shift between the phases.

 We will also need to start working on basic physics for the actual game. Starting with basic 3D physics and then trying to work on the phase physics after we get the phase shifts fully functional. Sponsor Feedback on Each Task: 										
Signature:		Date:								
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Sponsor Evaluation:

- Sponsor: detach and return this page to Dr. Chan (HC 322)
- Score (0-10) for each member: circle a score (or circle two adjacent scores for .25 or write down a real/float number between 0 and 10)

Ryan Culp	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Sean Cam eron	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Rom ain Briot	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
	· Signatura:								Doto:							

• Signature: _____ Date: _____