Progress Evaluation

Project Name: 4D World

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Progress of current Milestone:

Task	Completion	Sean	Ryan	Romain
Set up project SVN	100%	100%	0%	0%
Create HUD elements	75%	50%	0%	50%
Create Phase shift mechanic	100%	0%	100%	0%

Summary of Tasks:
- Task 1: Set up an SVN to backup the project in and well as keep our versions synced.
- Task 2: Research into ways to create HUD elements so that we can more easily convey information to the player.
- Task 3: Basic implementation of a 4D (with time as 5'th dimension) world

Plan for Next Milestone:

Task	Sean	Ryan	Romain
Improve HUD	33%	33%	34%
Improve 4D Feedback	33%	34%	33%

Summary of Tasks:
- We need to work on a better HUD so that we can more easily convey certain information to the player.
- We need to brainstorm and try feedback methods to help the user better recognize 4D interactions from 3D ones.

Sponcer Feedback on Each Task:

Signature: _____ Date: _____

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 Cameron	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Romain Briot	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

- Signature: _____ Date: _____