Progress Evaluation

Project Name: 4D World

Team Members: Ryan Culp [rculp2009@my.fit.edu], Sean Cameron [scameron2009@my.fit.edu], Romain Briot [rbriot2012@my.fit.edu]

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

Progress of current 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.

Plan for Next Milestone:

Task	Sean	Ryan	Romain
Start Level Design	33%	33%	34%
Improve User Experience	33%	34%	33%
Code clean/update	34%	33%	33%

Summary of Tasks:
- We need to make some starter levels and create a flow to help the player ease into the 4'th dimension mechanics
- We need to add things to the game to help let the player know what they need to do and what they can do.
- We need to apply what we've learned to our older code so that it will be more flexible and resilient for our needs down the road.

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: _____