

Nuclear Monkey Software
Kim Swift (*Producer*)
Garret Rickey (*Designer*)
Jeep Barnett (*Product Manager*)
Dave Kircher (*Technical Enforcer*)

Narbacular Drop Milestone List

Pre-Alpha (due Feb 1)

- All levels created in Hammer Editor, and loadable into the game.
- System for success conditions implemented.
- Two functional levels with the puzzles fully implemented.
- All game objects are implemented.
- Camera interpolation will be smoother.
- *Game Play:*
 - The player can view all five level layouts.
 - The first two levels can be beaten (the door signifying the end of the level can be opened).
 - Textured prototypes of every level object are in the game and can be viewed.
 - Restrictions on where portals can be placed are implemented, and portals can be shot through chain link fences.
 - Transitions through portals are smoother, with less to non-existent flickering.
 - Fixes for orientations going through non aligned portals (aka ceiling to wall, floor to wall, etc), are somewhat accounted for.
 - Impy has some basic path-finding AI.

Alpha (due Feb 22)

- All five puzzles at least partially implemented.
- Waypoint system loader for Hammer implemented (so Lava Turtle can move).
- More animations for Princess and Impy will be added to the game.
- AI is functional for Impy, Demon and Turtle, but not finalized.
- AI allows Wally to give the player hints, partially implemented.
- Two-Dimensional menus fully implemented.
 - Main Menu (Easy Mode, Impy Mode, Configure, and Quit options)
 - Pause Menu (Return to Game, Restart Room, Quit to Main Menu, and Quit Game options).
 - Configure Menu (Options for display and sounds)
- *Game Play:*
 - The player can “beat” four of the five levels.
 - The final boss battle can somewhat be played.
 - Transitions through portals both graphical and orientation-wise will be smoother and less noticeable.
 - Levels will be more interesting, and the AI will be more engaging.

- The player will be able to get hints on how to beat the level from Wally after certain triggers.
- The player will be able to change certain options in the game menus.

Beta (due Apr 5)

- All five puzzles fully implemented.
- AI for Demon, Impy and Turtle fully implemented.
- Wally's hint system for the player fully implemented.
- Menus, along with the 3D level selection menu will be fully implemented.
- Almost all game sounds and music will be in the game.
- *Game Play:*
 - All five levels are beatable, including the boss battle.
 - The player will be able to use the 3D menu to play any level that they have previously beaten.

Final (due Apr 19)

- All five puzzle complete and fully tested.
- AI is robust and interesting.
- Graphics are fully completed and all art content is in.
- All game sounds and music will be in.
- All major bugs in the game will be blasted to oblivion.
- Credits, DigiPen Logo Intro, and NMS Intro will be in.
- *Game Play:*
 - The player will be able to play through all five levels, and replay them through the 3D menu.
 - The game will be engaging and fun, with everything above fully playable.