Milestone 1: Design Document

- Technical document that lists all of the game's features
- Estimates for how long each feature will take to implement
- A clear statement of who is going to work on each feature
- Schedule showing when each feature will be started and completed
- Game application framework: The beginning of an executable game
  - Opens a window and draws something (a single triangle at a minimum, but more rendering than that would be preferable)
  - Physics engine is initialized successfully
  - Framerate counter

Milestone 2: Red Brick Rendering

- Should look more like game
- Car could just be a brick
  - Doesn't have to load models (but it could)
- Must have physics objects moving around the world
- Player must be able to drive
- Some aspects of gameplay
  - Example: A button launches a projectile that impacts with other objects
  - Example: Enemy cars might not move, but if you move your car from the start line to the finish line you get a notification of such

Milestone 3: First Playable

- The game can be played
  - Most game rules are there, though some might be incomplete
  - Game can be won
  - Keeps track of laps, kills, points, etc. (whatever is appropriate for the game)
- Opponent driving AI is functional
  - Might not be competitive, but if the player does nothing the opponents should be able to win
- Graphics have improved
  - Should be loading and displaying more complicated meshes
  - Might be limited with respect to shadows or lighting effects
- Audio is present

Milestone 4: Feature Complete

- All the features that you are going to put in the game should be there and generally working
  - Might differ from your original plan due to things being scoped back
  - All weapons are there
  - Race can be won / items can be delivered / enemies can be destroyed (as appropriate for your game) by both AI and human players
  - AI provides more competition
  - Might still be bugs and polish issues but everything is there and works most of the time

Milestone 5: Final Product

- Your completed game at the highest level of polish that you can reach
- Bugs fixed