

# Elephant - Beta Milestone - 8/3/2018

## Deliverables

- Core Elephant MP game loop functioning as expected on all platforms
- All Elephant VR rooms playable from beginning to end
- Loading image (console)
- Boot sequence videos in
- Game image/icons added per platform
- All Menus in and functioning
- Basic autosave/load of player profile
- 1st pass localized text in
- PSVR ready for VRC submission



## Schedule

Monday 7/30	Tuesday 7/31	Wednesday 8/1	Thursday 8/2	Friday 8/3
<p><b>PRO</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Basic autosave/load player profile</li> <li><input type="checkbox"/> Verify escape rooms playable</li> </ul> <p><b>DES</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Visual pass on menus</li> <li><input type="checkbox"/> Add skins/hats to players</li> <li><input type="checkbox"/> Menu options descriptions</li> <li><input type="checkbox"/> Remove host yes/no menu</li> </ul> <p><b>ART</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Pointer art</li> </ul>	<p><b>DES</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Sound settings pass</li> </ul> <p><b>ENG</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> PSVR cert ready</li> </ul>	<p><b>DES</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Localization settings pass</li> <li><input type="checkbox"/> Video settings pass</li> <li><input type="checkbox"/> Controls settings pass</li> <li><input type="checkbox"/> Translations (multiple screens) in Level 3</li> </ul> <p><b>ART</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Screen effects for VR P. Character during Squid attack</li> </ul>	<p><b>DES</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Escape Room design pass</li> <li><input type="checkbox"/> Instruments in Level 3</li> </ul> <p><b>ART</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Headset functionality effect on MP P. Character</li> </ul> <p><b>ENG</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> VR Core game loop playable</li> </ul>	<p><b>PRO</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Splash screens added to project</li> </ul> <p><b>ENG</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> PC Quickplay</li> <li><input type="checkbox"/> PS4 Quickplay</li> </ul>