Milestones and Scope

Week 6 - Day 1
Playable Slice

- Minimum Viable Product
- Your project doesn't need to be a complete experience
- Just provide a section of it
- Show off why it would be good if it were complete
Playable Slice

- Low breadth
- High polish
- Music
- Animation
- Sliding background
- Different and diverse moves
- All in just 3 short levels
This took me 10 weeks.
Scope

- What, specifically, do you have time to finish?
- What should you prioritize?
- What is critical in order to show off the best of your idea?
Milestones

- Divide your project into 3 segments of time.
- Divide the work into 3 segments of progress.
- Make sure you finish each segment of progress within its allotted time!
"Home"work

Requirements:

- With your team, decide on a project
- Plan your three milestones
- Submit them to us on the form we send out
- Start working on milestone 1!

Remember, keep things reasonable and in scope!

Focus on building a MVP

Keep in mind you have only 5 weeks.