**APOLLO**

**MILESTONE**

**SCHEDULE**

VERSION 1.2

# Revision Tracking

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| --- | --- | --- | --- |
| Version | Revisions | By Whom | Date |
| 1.0 | Draft Document Created | Tarl Raney &  Dave Hasle | 7.26.09 |
| 1.1 | Updated for PPM3 | Tarl Raney | 9.2.09 |
| 1.2 | Updated for PPM4 - Updated all remaining Milestones for  Pre-Production | Core Leads | 10.18.09 |

# Fidelity Definitions

* **1st Pass** – **Ready for internal play testing; Proof of Concept only:**
  + System Functional, but needs a lot of iteration and polish
  + Temp/Placeholder animations
  + May or may not include rough audio
  + May or may not include rough FX
* **2nd Pass – Ready for external play testing; Vertical Slice ready:**
  + System has been internally playtested, with some time spent iterating on the feedback
  + Animation quality is cleaned up mocap (very little style iteration)
  + Includes audio and FX
* **3rd Pass – Beta quality**:
  + System has been fully playtested with significant time spent iterating on the feedback
  + Animation quality is representative of the target for the game
  + Audio is representative of the target for the game
  + FX are representative of the target for the game

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| Week # | Date | Milestone Name | | Description | |
| Pre-Production Phase | | | | | |
| -41 | 6.13.09 | | Pre-Production Milestone #1 | | * Delivered * Apollo Art Design&Plan * Apollo Audio Design * Apollo Audio Plan * Apollo Design Document – PDF export of the design sections of Confluence. Some formatting issues exist. For these areas and the most current data, please see the live Confluence site. * Apollo Design Plan * Apollo Milestone Contents 6.12.09 – This document * Apollo Product Data Sheet * Apollo Production Plan – Pre-Prod * Apollo Technical Design Doc – Design and Plan document in one * Apollo\_PPMS1\_Instructions – Explains how to run the build and what levels to run for evaluating the deliverables:   1. *First pass in-game 3rd person camera*   2. *First pass in-game 3rd Person Player Movement – Non-final animations; Run, walk, jump*   3. *First pass in-game Grapple Hook*   4. *Glide prototype* |
| -34 | 7.31.09 | | Pre-Production Milestone #2 | | * Delivered * Vertical Slice Plan & Schedule * LOD system test map * Grapple system prototype w/ UI and ledge pop * Combat   + First pass behaviors for 3 basic AI types (Base Thug, Tank, Gunner) * Vehicle   + Rough first vehicle working in game   + First pass vehicle camera * AI Fear & Awareness   + AI will be able to trigger and display a specific behavior indicating their fear state * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| -27 | 9.11.09 | | Pre-Production Milestone #3 | | * Delivered * Vertical Slice Plan & Schedule, updated * Player Movement   + Walk/Run/Turn/Grapple/Glide/Jump/Mantling/Wall Hug/Ledge Climbing 1st Pass * Stealth   + Light/Dark detection/AI Reactions 1st Pass * Vehicles   + Tumbler - 1st Pass * Fear   + AI State “Tells” - 1st Pass * Character Art   + “Gunner” Thug Type/“Tank” Thug Type Complete * Havoc Cloth Evaluation Complete * Combat Tool Design Complete * DLC Plan of attack ‘finalized’ * Vertical Slice HUB   + Design Layout - 1st Pass * Vehicles   + Design Layout - 1st Pass * Playtest/Usability Plan, draft * Social/Online Plan & Schedule * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| -21 | 10.23.09 | | Pre-Production Milestone #4 | | * Player Movement   + Walk/Run/Turn - 2nd Pass   + Grapple - 2nd Pass   + Glide - 2nd Pass * Stealth   + Shadow Dive - 1st Pass * Vehicles   + Design Layout 2 - 1st Pass * Character Art   + Batman Complete * Vertical Slice HUB   + Design Layout Iteration * Vehicles   + Design Layout Iteration   + Tumbler Weapons - 1st Pass * Gadgets   + Batarang - 1st Pass   + Smoke Bomb - 1st Pass * UI   + Quest System - 1st Pass   + Gadget Selection - 1st Pass * Audio Engineering   + Wwise fully integrated into runtime and build process * Runtime   + New Volume system   + Havok Cloth fully integrated (cape support only)   + Material streaming   + Loading and streaming of multiple string databases * Rendering   + Atmospheric effect manager and lighting * Tools   + FxEdit – Individual Source files   + Build Dashboard – 2nd pass * Playtest/Usability Plan, complete * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| -15 | 12.04.09 | | Pre-Production Milestone #5 | | * Vertical Slice Plan & Schedule, updated * Player Movement   + Walk/Run/Turn Iteration * Camera   + Evaluation and iteration * Combat   + Authoring Basic Attacks using Combat Tool * Stealth   + Additional Stealth Attack   + Multiple AI Teamwork   + AI Fear/Alertness integration * Path Engine Integration Complete * Vertical Slice HUB   + Design Layout - 2nd Pass * Vehicles   + Design Layout 1 and 2 iteration   + Tumbler - 2nd Pass * UI   + Gadget Selection iteration   + Talent Tree - 1st Pass   + Context Sensitive Action Prompts * Gadgets   + Detective Vision - 1st Pass   + Batarang/Smokebomb - 2nd Pass * WA   + Beautiful Corner complete * Design   + Hub 2 Layout - 1st Pass   + Story complete (all chapters and core quests written)   + Dungeon 1 - 1st Pass   + Dungeon 2 - 1st Pass * Vertical Slice HUB   + Ambient Crimes - 1st Pass * Character Art   + Cop 1 Complete   + Cop 2 Complete * Tools   + Convert all tools to Unicode   + Passive Backup for Engineering Changes   + Rendering optimizations for WorldEdit * Runtime   + Havok Cloth fully integrated * Playtest/Usability Report * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| -9 | 1.15.10 | | Pre-Production Milestone #6 | | * Vertical Slice Plan & Schedule, updated * Combat   + Authoring Combos and Chains with Combat Tool   + Authoring Grabs using Combat Tool   + Authoring Counter Attack using Combat Tool   + Authoring Glide Kick using Combat Tool   + Authoring Environmental Attacks using Combat Tool * Vertical Slice HUB   + WA 1st Pass     - Buildings/LODS     - Lighting     - Props     - SkyBox (TA)     - Propagation * Vertical Slice HUB   + WA FX 1st Pass     - Ambient environment FX * Fear   + AI Behaviors - 1st Pass   + State “Tells” - 2nd Pass * Gadgets   + Infrared Vision - 1st Pass * Character Art   + Hobo 1 Complete   + Hobo 2 Complete   + Ranged Cop 1 Complete   + Huntress Complete * Design   + Hub 3 Layout - 1st Pass   + Dungeon 3 - 1st Pass   + Dungeon 4 - 1st Pass * Runtime   + Alternative RayCast solution   + Clutter System * Rendering   + Light Prepass Prototype Complete   + Render Node Implementation Complete * Tools   + Buddy Build System   + Game Database Packer separate from GDBEdit * Playtest/Usability Report * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| -3 | 2.26.10 | | Pre-Production Milestone #7 | | * Vertical Slice Plan & Schedule, updated * Player Movement   + Walk/Run/Turn - 3rd Pass * Player Movement   + Grapple - 3rd Pass   + Glide - 3rd Pass   + Jump - 3rd Pass   + Mantling - 3rd Pass   + Wall Hug - 3rd Pass   + Ledge Climbing - 3rd Pass   + Counter Attack - 3rd Pass   + Glide Kick - 3rd Pass   + Environmental Attacks - 3rd Pass   + Basic Attacks - 3rd Pass   + Melee Combos - 3rd Pass   + Gadget Combos - 3rd Pass   + 3 AI Thug Types (Behaviors/Attacks)     - GUNNER - 2nd Pass     - THUG - 2nd Pass     - TANK - 2nd Pass * Vertical Slice HUB   + WA 2nd Pass     - Buildings/LODS     - Lighting     - Props     - SkyBox (TA)     - Propagation     - One corner polished to 3rd Pass   + WA FX - 2nd Pass     - Ambient environment FX   + Design - 3rd Pass * Vertical Slice Vehicle Sequence   + WA 1st Pass   + WA FX 1st Pass * Basic Designer Scripted World Sim 1st Pass * Stealth   + Shadow Dive - 3rd Pass   + Shadow Attacks - 3rd Pass * Interrogation - 1st Pass * Vehicles   + AI Vehicles - 2nd Pass   + Tumbler - 3rd Pass * Character Art   + Boss Complete * Boss Fight - 1st Pass * Gadgets   + Grapple Snatch - 1st Pass * Design   + Hub 4 Layout - 1st Pass   + Dungeon 5 - 1st Pass   + Dungeon 6 - 1st Pass * Runtime   + Threading Framework   + Job System * Rendering   + Move Render to Command Buffer Interface * Playtest/Usability Report * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| 0 | 3.19.10 | | Vertical Slice Delivery | | * Completed Vertical Slice Build * Vertical Slice Plan & Schedule, updated * Final Playtest/Usability Report * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
|  | 3.24.10 | | Apollo Product Review | | * Senior WBG Management * Marketing * PR * Sales * Theatrical * Licensing |
| Production 01 Phase | | | | | |
| -106 | 4.16.10 | | Production Milestone #1 | |  |
| -99 | 6.04.10 | | Production Milestone #2 | |  |
| -93 | 7.16.10 | | Production Milestone #3 | |  |
| -86 | 9.03.10 | | Production Milestone #4 | |  |
| -85 | 9.08.10 | | Production Progress Product WBGDev Review | | * WBG Dev |
| -84 | 9.15.10 | | Production Progress Product Review | | * Senior WBG Management * Marketing * PR * Sales * Theatrical * Licensing |
| Production 02 Phase | | | | | |
| -80 | 10.15.10 | | Production Milestone #5 | |  |
| -73 | 12.03.10 | | Production Milestone #6 | |  |
| -68 | 1.14.11 | | Production Milestone #7 | |  |
| -62 | 2.25.11 | | Production Milestone #8 | |  |
| -56 | 4.08.11 | | Production Milestone #9 | |  |
| -50 | 5.20.11 | | Internal Alpha Delivery (Lockdown) | |  |
| -46 | 6.17.11 | | Alpha Delivery | |  |
| -45 | 6.23.11 | | Alpha WBG Dev Product Review | | * WBG Dev |
| -44 | 6.30.11 | | Alpha Product Review | | * Senior WBG Management * Marketing * PR * Sales * Theatrical * Licensing |
| -40 | 7.29.11 | | Production Milestone #11 | |  |
| -34 | 9.09.11 | | Production Milestone #12 | |  |
| -28 | 10.21.11 | | Production Milestone #13 | |  |
| -22 | 12.02.11 | | Internal Beta Delivery (Lockdown) | |  |
| -20 | 12.16.11 | | Beta Delivery | |  |
| -47 | 1.04.11 | | Beta WBG Dev Product Review | | * WBG Dev |
| -16 | 1.11.12 | | BETA Product Review | | * Senior WBG Management * Marketing * PR * Sales * Theatrical * Licensing |
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| -7 | 3.16.12 | | Cert Submission - All SKUs | |  |
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| 0 | 5.04.12 | | RTM | |  |
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| +4 | 6.01.12 | | Shelf Date | |  |
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