DATA DESIGN – MILESTONE DELIVERABLES 8.4.99

16-Apr-99 MS 16 (Alpha 2)

- Implementation of tutorial levels 1 – 10
- Electronic version of all tutorial text including pop-up help, icon labels and menu screens.
- Implementation of all vehicles and buildings.

30-Apr-99 BETA (E3 Build)

- Installer, including all legal notices, splash screens etc.
- Cinema playback
- Implementation of all menu screens
- Mission levels 1 – 20
- Final implementation of all creatures, foe, buildings and vehicles including all possible states.
- Bug fixing

21-May-99 BETA 2

- Implementation of final text and audio
- Implementation of Music
- Bug fixing

04-Jun-99 TEST 1 (Gold Candiate)

- Bug fixing

18-Jun-99 TEST 2 (Gold Candiate)

- Bug fixing

02-Jul-99 GOLD MASTER