Weekly Project Report

Report Date:	7 February 2000	Game Title:	ReVolt
Developer Name:	Digital Creations Studios	PM's Name: (Project Manager)	Mark Greenshields
Platform(s): (state **Lead** Platform 1st)	Color Gameboy	Territories localized: (State **N/A** if not applicable)	N/A
Design Phase Only: (State **complete** if done) (% complete if not done)	**Design is complete**	Expected (Beta) Game Design Date: Expected Completed Game Design Date:	Design completed and delivered Design completed and delivered
Current Milestone: Ex. Milestone 1	Milestone 2	Next Milestone Due Date:	Milestone 2 due 1-31-00. Milestone 3 due 2-28-00
Last version sent to NY: (Version name and date)	Version dated 1-12-00	Meets/Exceeds Milestone Requirements:	34 cars drawn and incorporated. Milestone lists 20
Game Completion Dates:		Target Beta Date	20 April 2000
		Target T/O Date	28 April 2000
		Target PAL T/O Date	

General Topics: Is there any information relating to the project that we need to know.

We have added animation of the wheels on some cars which looks good. All cars will be updated the same way. The initial course following for the computer cars is implemented on TITH1, Supermarket2, Museum2. Rest to be added soon.

Password system etc is being left out of menus until later to sort the best way to do it (graphical or text).

Timeliness/Schedule Adjustments: Have any dates changed? If so then please detail why the dates have changed.

Beta and T/O date should not change. Milestone 2 is being delivered approx 1 week late due to programmer illness. Milestone 3 may also overrun by a few days although we will try to catch this up to avoid it.

Critical Areas: Is there anything critical that needs dealing with immediately?

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Nothing critical at present.  We are adding another programmer to help catch up the
lost time.  Due to the contract delays we changed the music and sound from
milestone 2 to milestone 3.  This is in the new schedule.  This will be commenced
around 7 February so if Acclaim have any particular requests we would appreciate
them asap.
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Cool Stuff: Is there anything cool that has been added recently which we can get people hyped up about?

Nice animation on cars (for GB)

Interface with Acclaim NY: Is there anything that you need from NY? Is there anything that NY needs from you? (e.g. marketing, licensing, ECTS/E3 demo's, screenshots, logo's, copyright notices, QA issues etc etc)

Currently just waiting for logo or confirmation that included one is correct.
Do you have any particular music and sound requirements as we are about to commence with that?

Information List: List here anything that you are waiting for and who is delivering the information or item. Also note the date when requested and subsequently how many weeks you've been waiting.

Information or item requested.	Who Request went to:	Date Request Made:	No of weeks waiting:
Credits and logo confirmation	Shawn Rosen in this document	31-1-00	1

Current Milestone description: Please input the description of the current Milestone

Milestone 2

Environments completed –
Museum 2 tracks
Toytanic 2 tracks
20 Cars drawn with all animations
Complete menu system including best trial times and progress tables including password systems
Completed human car control including particle effects and weapon systems
Initial computer car control (path following)
Car / Car collision routines including reactions
Option menu including sound and music options (although music and sound non operational until milestone 3).