**Caterpirate**
Andreas Burch, Thomas Plüss, Remo Meyer
ETH Game Programming Lab 2010
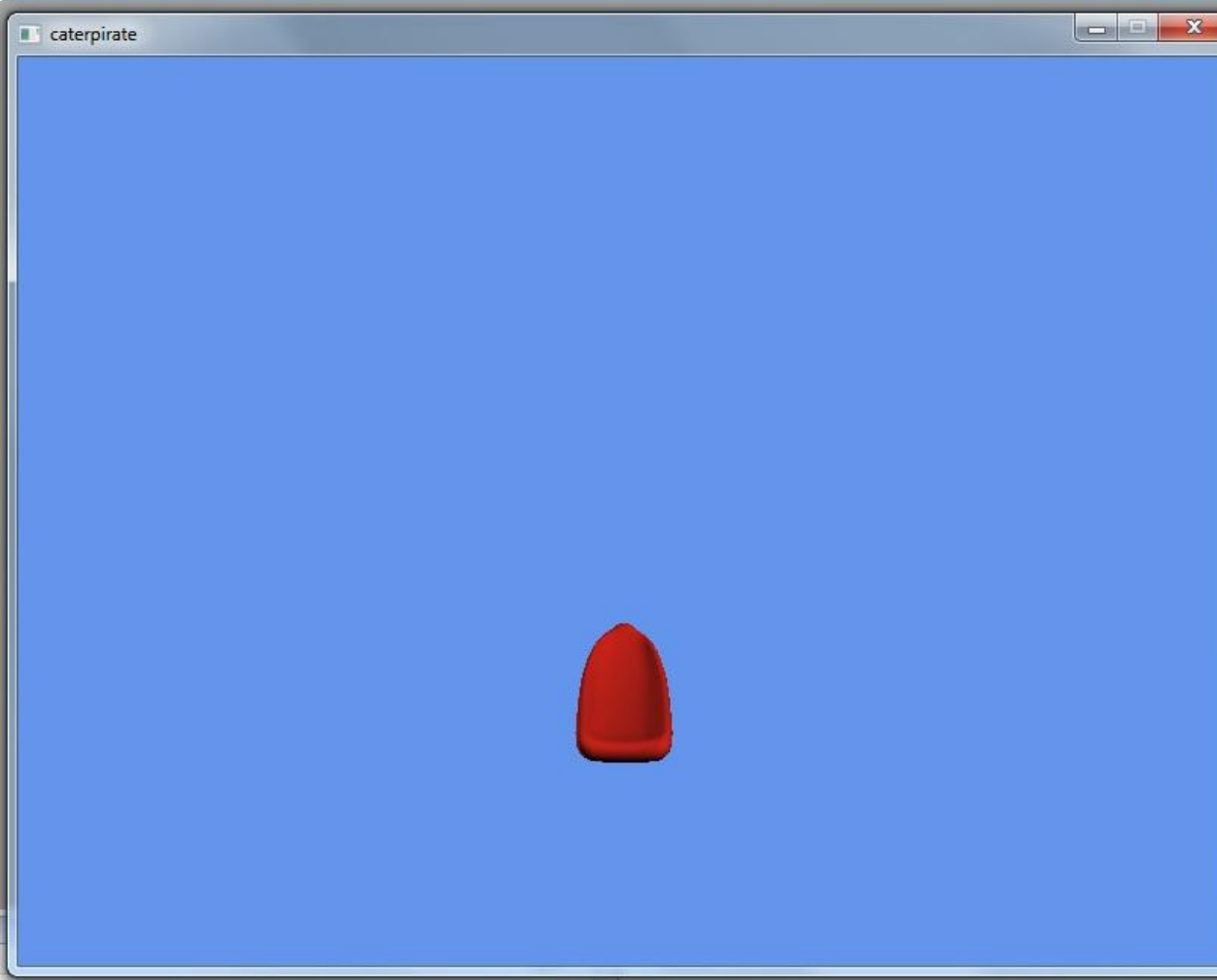
# Odysseus' Quest
## Race to Ithaca

## Interim Report

# Week 1



### 2.1.1 FUNCTIONAL MINIMUM

- Simple boat model ✓
- Steering ✓
- 1 player ✓
- Camera setup ✓
- Basic map (water and islands/boundaries)
- Checkpoints/way control

### 2.1.2 LOW TARGET

- Split screen
- Up to 4 players
- Basic menu ✓
- Sailing boat models
- Rigid-body handling, collisions
- Ambrosia (energy)
- HUD (Head-Up Display)
- Offensive God properties: logic

### 2.1.3 DESIRED TARGET

- Shallow water
- Sleeping
- Graphical menu (God selection, boat selection)
- Shading
- Subjective God properties: logic

# Week 2



## 2.1.1 FUNCTIONAL MINIMUM

- Simple boat model ✓
- Steering ✓
- 1 player ✓
- Camera setup ✓
- Basic map (water and islands/boundaries) ✓
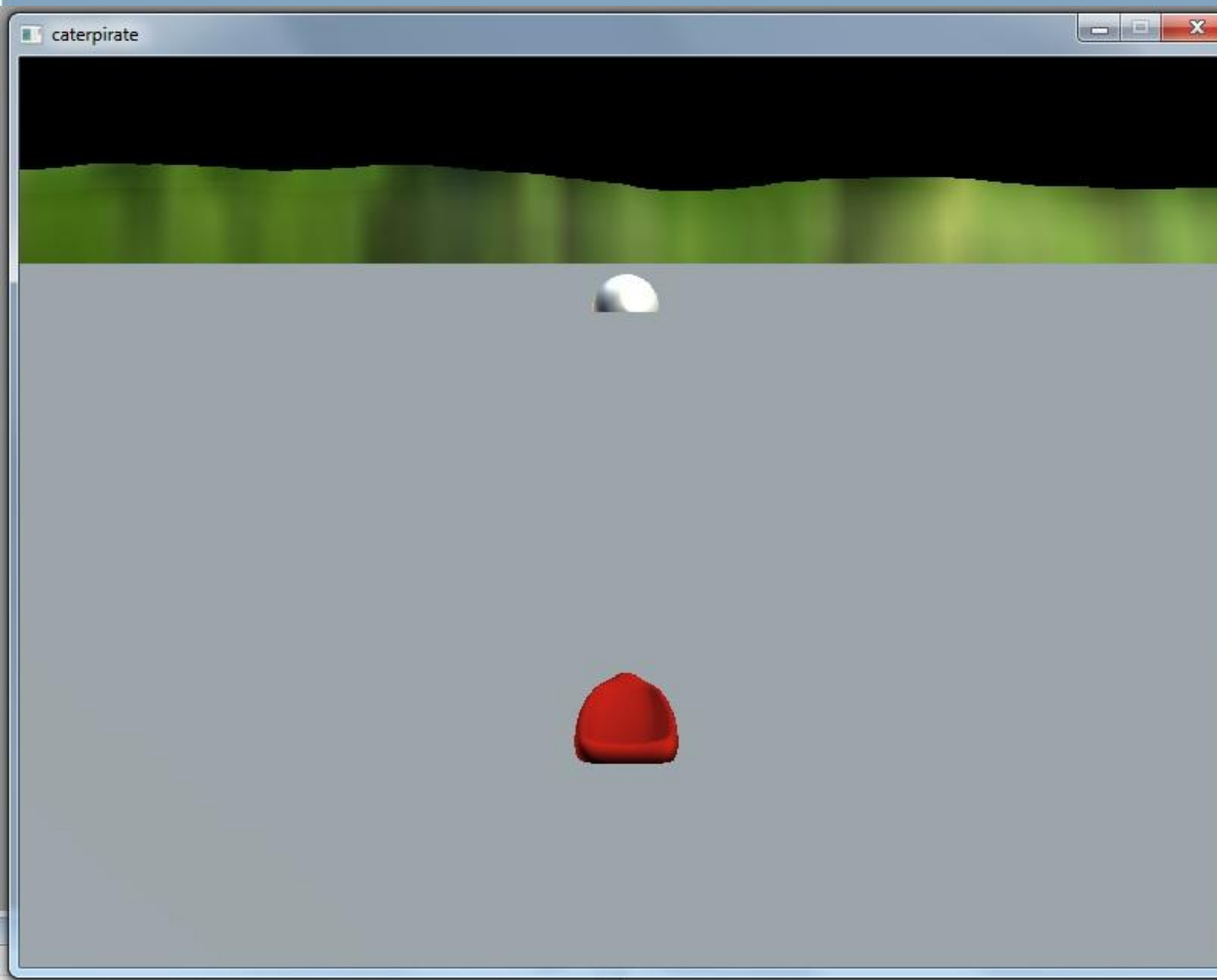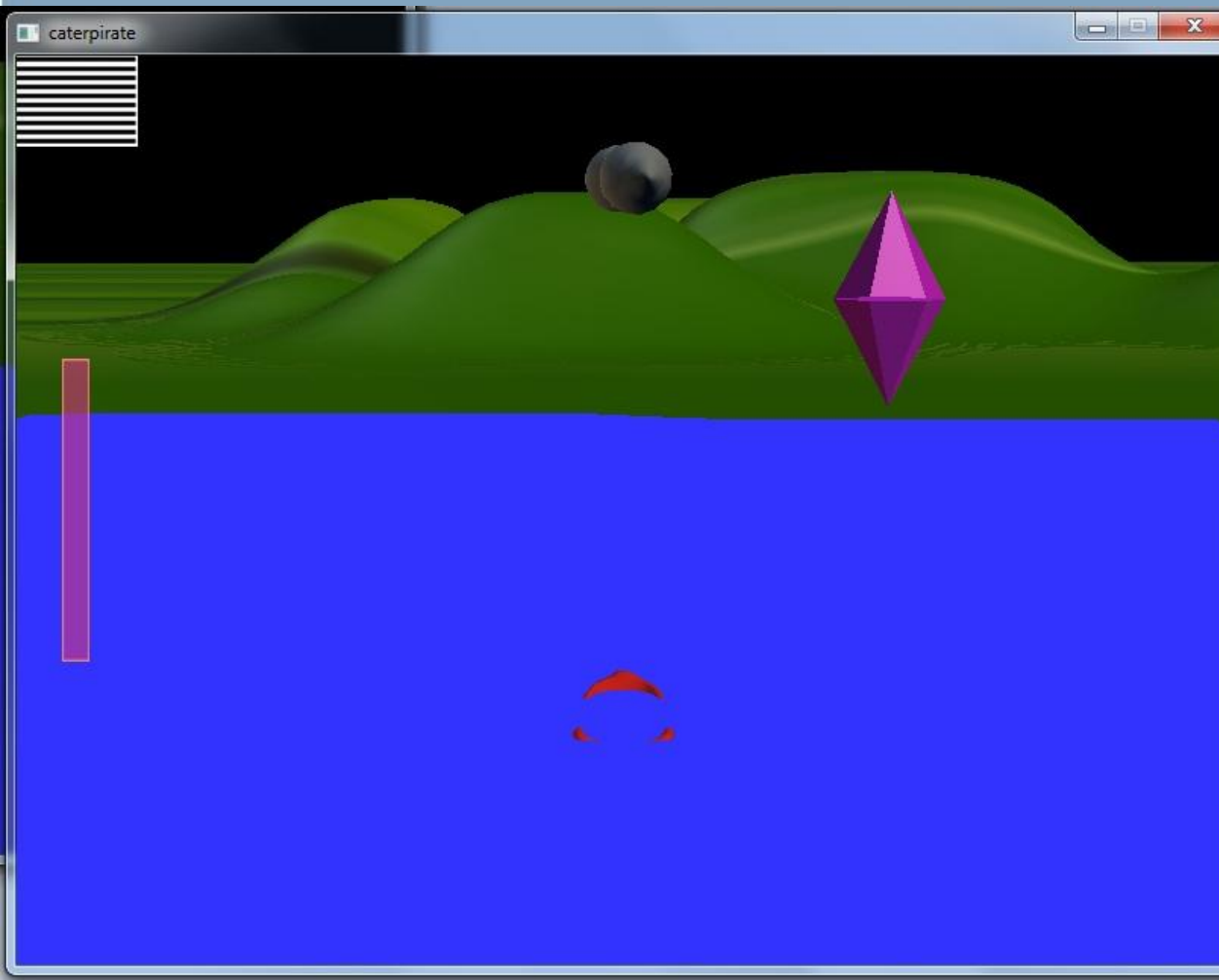- Checkpoints/way control ✓

## 2.1.2 LOW TARGET

- Split screen
- Up to 4 players
- Basic menu ✓
- Sailing boat models
- Rigid-body handling, collisions ✓
- Ambrosia (energy)
- HUD (Head-Up Display)
- Offensive God properties: logic

## 2.1.3 DESIRED TARGET

- Shallow water
- Sleeping
- Graphical menu (God selection, boat selection)
- Shading
- Subjective God properties: logic

# Week 3



## 2.1.1 FUNCTIONAL MINIMUM

- Simple boat model
- Steering
- 1 player
- Camera setup
- Basic map (water and islands/boundaries)
- Checkpoints/way control

## 2.1.2 LOW TARGET

- Split screen
- Up to 4 players
- Basic menu
- Sailing boat models
- Rigid-body handling, collisions
- Ambrosia (energy)
- HUD (Head-Up Display)
- Offensive God properties: logic

## 2.1.3 DESIRED TARGET

- Shallow water
- Sleeping
- Graphical menu (God selection, boat selection)
- Shading
- Subjective God properties: logic

# Week 3



## 2.1.1 FUNCTIONAL MINIMUM

- Simple boat model ✓
- Steering ✓
- 1 player ✓
- Camera setup ✓
- Basic map (water and islands/boundaries) ✓
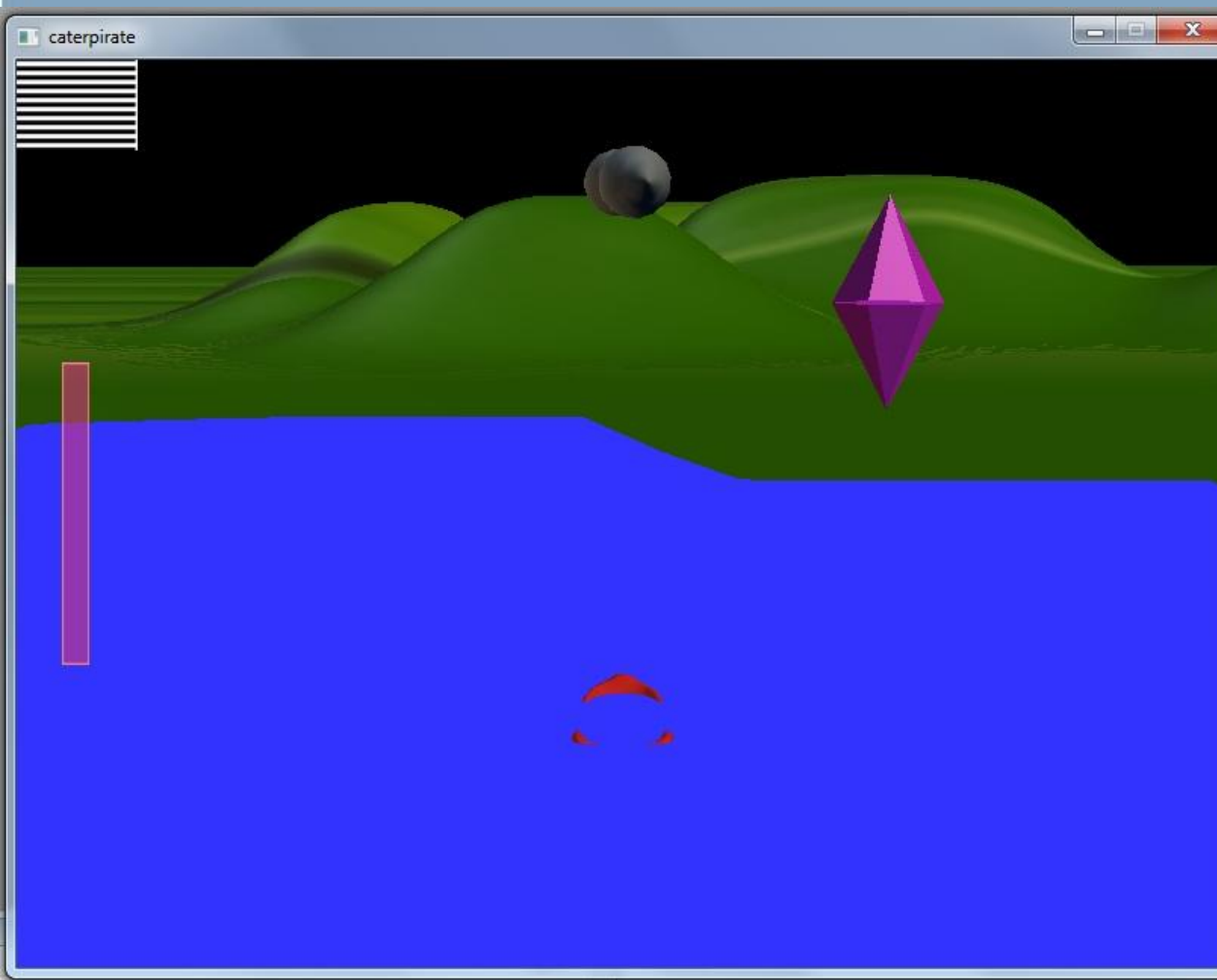- Checkpoints/way control ✓

## 2.1.2 LOW TARGET

- Split screen
- Up to 4 players
- Basic menu ✓
- Sailing boat models
- Rigid-body handling, collisions ✓
- Ambrosia (energy) ✓
- HUD (Head-Up Display) ✓
- Offensive God properties: logic

## 2.1.3 DESIRED TARGET

- Shallow water ✓
- Sleeping
- Graphical menu (God selection, boat selection)
- Shading
- Subjective God properties: logic

# Week 4



## 2.1.1 FUNCTIONAL MINIMUM

- Simple boat model
- Steering
- 1 player
- Camera setup
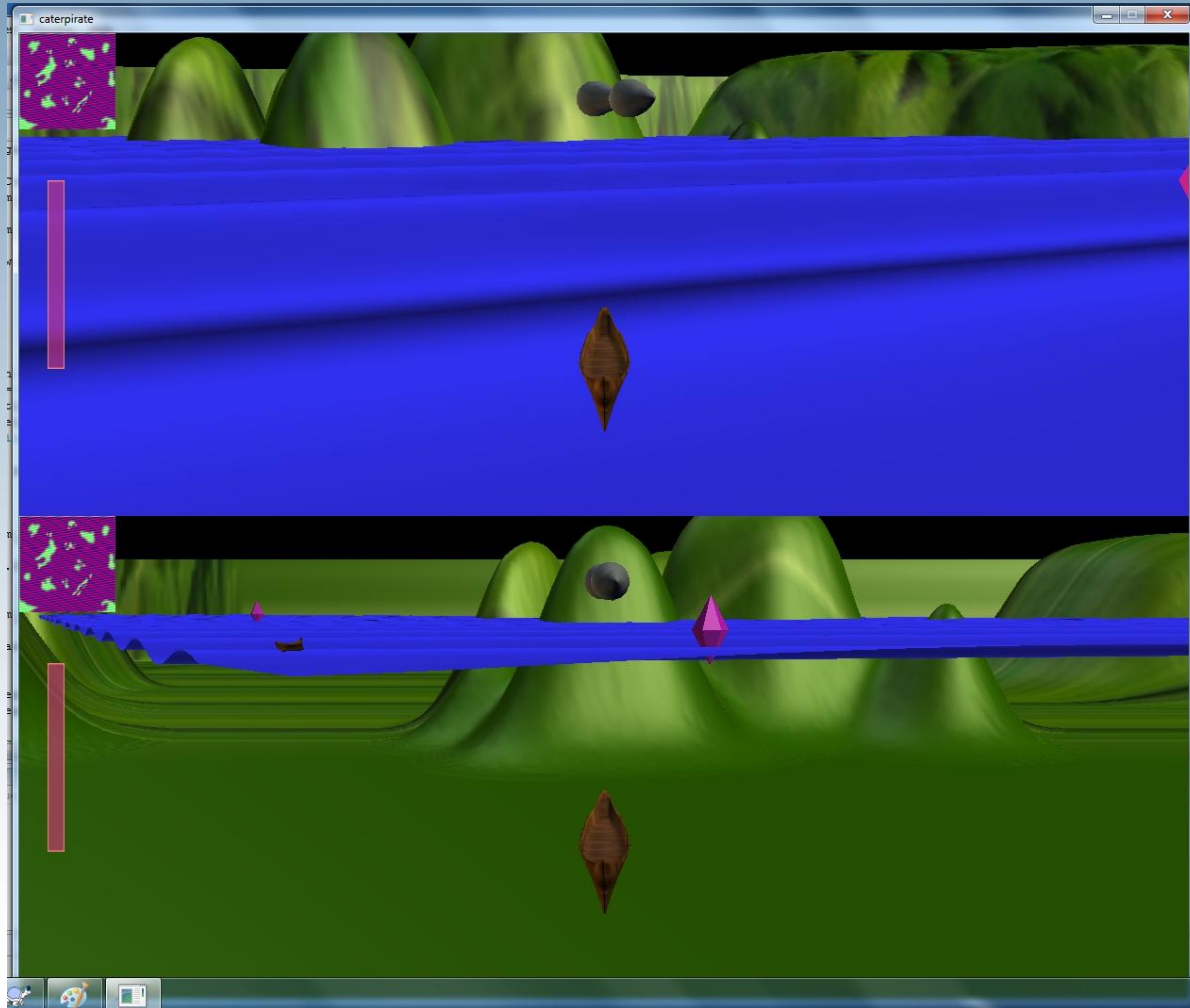- Basic map (water and islands/boundaries)
- Checkpoints/way control

## 2.1.2 LOW TARGET

- Split screen
- Up to 4 players
- Basic menu
- Sailing boat models
- Rigid-body handling, collisions
- Ambrosia (energy)
- HUD (Head-Up Display)
- Offensive God properties: logic

## 2.1.3 DESIRED TARGET

- Shallow water
- Sleeping
- Graphical menu (God selection, boat selection)
- Shading
- Subjective God properties: logic

# Week 5



## 2.1.1 FUNCTIONAL MINIMUM

- Simple boat model ✓
- Steering ✓
- 1 player ✓
- Camera setup ✓
- Basic map (water and islands/boundaries) ✓
- Checkpoints/way control ✓

## 2.1.2 LOW TARGET

- Split screen ✓
- Up to 4 players ✓
- Basic menu ✓
- Sailing boat models ✓
- Rigid-body handling, collisions ✓
- Ambrosia (energy) ✓
- HUD (Head-Up Display) ✓
- Offensive God properties: logic ✓

## 2.1.3 DESIRED TARGET

- Shallow water ✓
- Sleeping ✓
- Graphical menu (God selection, boat selection) ✓
- Shading ✓
- Subjective God properties: logic ✓

# Demonstration