Final Project
GAM 376, Prof. Robin Burke
Winter 2005
Grade value: 25%

What is it:
Working in teams, students will produce a mod of Half-Life 2, adding a cooperative non-player character to a Half-Life level. The character should accompany the player through the level and assist in its completion in some concrete way. The character will be one of the non-humanoid HL characters, for example a friendly headcrab or antlion.

Milestones:

- 1/11: Team formation. By this class, all students must have a project team and a team website.
- 2/1: Build I. This milestone will consist of a working level in which the character has been placed. The character need not have any behaviors.
- 2/22: Build II: By this milestone, the character should be able to follow the player throughout the level.
- 3/17: Final: The implementation should be complete and ready to be demonstrated to the class.