DRAFT DEVELOPMENT SCHEDULE

1. **Milestone One – End of June 2000**
   - 5 car graphic sets created.
   - 1 set of track environments created (City).
   - 1 set of mini construction blocks created.
   - Basic construction sound effects included.
   - Scrolling in-game map.
   - Construction interface created.

2. **Milestone Two - End of July 2000**
   - 5 car graphic sets created.
   - 2 sets of track environments created (Ice, Desert).
   - In-game racing implemented, including AI Opponents, Lane Changing
   - Track power-ups implemented.
   - Initial stunts implemented – Fan, Ramp, Barrel Roll.
   - Basic in-game sound effects.
   - Front end title screen.
   - Load/save routines.

3. **Milestone Three (Alpha) – 11th August 2000**
   - 3 car graphic sets created.
   - 1 set of track environments created (Jungle).
   - Glory pieces created for each environment.
   - All stunts implemented.
   - In-game racing complete.
   - Sound effects complete.
   - User Track Creation system virtually complete.
   - All translation assets supplied to Lego.
   - Front end complete, including Campaign mode (including track piece winning), Garage, Character Selection.

4. **Milestone Four (Beta) – 21st August 2000**
   - All final tweaking complete.
   - All code, artwork and sound complete.
   - Music complete.

5. **Final Master – 31st August 2000**
   - Acceptance of Duplication Master.

6. **Nintendo Acceptance**
   - Final Nintendo Acceptance and Contract Completion.