Spit ‘n Polish!

# Assignment Description:

This is the last hurrah on the code implementation phase. Hopefully, all the scripts have been written and at least initially tested. This is the final check-list for the implementation phase, once done with this you can begin formal QA testing.

# Preparation:

Make sure all the scripts have been written and initially tested.

# Task:

Go through this table and fill it out. Try to be very thorough with your game as it will give it a finished look.

|  |  |  |
| --- | --- | --- |
| Element | Observation, Fix | Team Member Name |
| Skybox and Background  (Is it fitting for your game) | Background on many stuff needs to be changed to reflect more of a computer astehtic something like the matrix screens. Current Skybox/Background is just solid black (not good but not bad)  -----  Sky box is no longer as bad as the level covers up most of the area but this still can be improved | Abel Lagonell |
| Textures and materials used. No default materials. | Textures for 2 more enemies Textures for All Levels  -----  All levels have been textured and an additional enemy has been added | Abel Lagonell |
| Sound  (In place, works, meaningful) | No sound currently added in game  -----  All sounds are in the game | Abel Lagonell |
| Animations are smooth enough for the theme of the game. No or very little lag between input and animation change. | All animations should be done. Characters have animations, and so do the items that the player interacts with | Abel Lagonell |
| Levels  Look for:   * Flat areas * Objects without texture * Size appropriateness * Enemy respawn necessary? | Levels are without texture Enemy Spawns are yet to be placed.  Some levels need to be modified.  Placement of Shopkeep needs to be placed  Need to upscale levels  -----  Levels are all placed with everything they need | Abel Lagonell |
| UI   * UI art style fits theme. * UI inputs work. * UI information is updated correctly. * Necessary UI information survives scene transfers. * Any important information not being displayed on the screen? | Menus and buttons have been made, they all have standard text font and the buttons have custom texture. The UI also has been confirmed to be working.  Scene Transitions have yet to be tested but can be easily remedied. Ability/Ability Cool down not being displayed will have to leave this to later.  -----  Scene transitions for UI are working  No progress made to ability cool down | Abel Lagonell |
| Scene Transitions:   * Is the correct data preserved after a scene transition? * Are all necessary player settings preserved after a scene transition? * Any level-specific information preserved after a scene transition | No checking on scene transitions have been made.  Player should be preserved throughout screne transfers and so should any score.  -----  All Scene stuff is correct everything transfers over. | Abel Lagonell |

# Grading Rubric:

No rubric, I will be looking for detailed observations and explanation on fixes or final decisions. The quality of the observation and explanations will be graded.

# How to Demo:

You can use this sheet, or create your own document with the information in the table. You and your team will need to observe each element, detail any observations, bugs and how you fixed them. Make sure there is one document per team.