TILTED - Delivery Report

Delivery report - Bruno Felix

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**1st Delivery:**

Presentation - 5%

GDD - 10%

Spec sheet creation - 90%

Logo integration - 50%

Production plan creation - 100%

**2nd Delivery:**

Spec sheet adjustment - 90%

Button mechanic - 100%

Door mechanic - 80%

Platform / Balance mechanic - 50%

Weight modifier mechanic - 80%

Production plan adjustment - 100%

WeightedBox - 10%

EndGoal mechanic - 90%

GameMode - 10%

Visual overhaul / shaders & materials - 100%

Gameplay Instructions - 70%

**3rd Delivery:**

Server Connection - 100%

GDD update - 90%

Production plan update - 100%

Instructions update - 100%

Spec sheet - 80%

Map building - 50%

Shipping builds - 100%

Presentation update - 20%