TILTED - Delivery Report

Delivery report - Rodrigo Ramos

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**1st Delivery:**

Presentation - 95%

GDD - 90%

Spec sheet creation - 10%

Logo integration - 50%

Menus / UI mockup design - 100%

Presentation level design - 100%

**2nd Delivery:**

Spec sheet adjustment - 10%

Door mechanic - 20%

Platform / Balance mechanic - 50%

Weight modifier mechanic - 20%

PawnCharacter - 100%

WeightedBox - 90%

EndGoal mechanic - 10%

GameMode - 90%

Replication - 100%

Gameplay Instructions - 30%

**3rd Delivery:**

GDD update - 10%

Spec sheet - 20%

Map design / building - 50%

Presentation update - 80%

Sounds - 100%

Menu design - 50%

Menu navigation - 100%

Winning / losing condition - 100%