

- **Final Team Report**

- (\_\_\_/4pt) **Summarize the final status of your team project**
  - Almost all of the promised features are delivered and can be played through itch.io (The website we are hosting our game on)
  - All game modes are finished, and players can compete with each other in 1v1 or CO-OP depending on which game mode they choose
  - **Mention any features of the project that cannot be finished before the target completion date** (May 5th).
    - We did not add any sound effects because we ran out of time
- (\_\_\_/4pt) **Deployed links:** <https://byuntaeyeon02.itch.io/jal>
- (\_\_\_/4pt) **Summarize the product issues based on the feedback from your partner teams or your colleagues.**
  - Void: requests that have no value to the product
    - N/A
  - Bug: issue must be fixed
    - All known bugs have been fixed
  - Enhancement:
    - Short-term (implementable in this semester)
      - Colleagues and Professor Tsao were unclear on the exact mechanics and what the finished product would look like
      - (GeoUnity) Timer indicator: another mode for who can reach a certain score first
      - (GeoUnity) If a powerup is collected, there could be a specific indication/banner of what it was/which player collected it
      - (GeoUnity) add streak lines with distinctive colors/attributes to make it easier to see players
      - (XMarksTheSpot) Maybe consider sprites being different colors
      - (XMarksTheSpot) Making different parts of the game (visually) more distinguishable
      - (GeoUnity) Will there be an analysis of the game stats? (Most powerups collected, active player, score over time, etc?) How will win/loss stats work?
      - (GeoUnity) Could there be a puzzle competition mode? Maybe some collaboration modes?
      - (GeoUnity) Could you earn "themes"? Maybe different color schemes, overlays on the map?
    - Long-term (not implementable in this semester)
      - Online multiplayer was brought up by Professor Tsao. It is a complicated feature to implement.

- (\_\_\_/2pt) Describe any valuable enhancements of your product that cannot be implemented this semester. What are the values or benefit of these enhancements?
  - We did not have enough time to implement a full online scoreboard, this enhancement will make it possible for players to check out other players' scores