Project Report: Team J Squad
Jasmine Chapin, Jerry Vogel, and James Andrews Jr.

Project Description: This game is a 3D platformer where you control a ball rolling through an obstacle course. This game is inspired by the Marble Blast series. Various gameplay elements include obstacle you must move around to complete the level, items to be collected to complete the lever, powerups which will allow for more varied movement, and jumping. Levels will include elements such as, but not limited to slopes, holes, moving and titled platforms, and movable items.

External Assets:

Roll-A-Ball tutorial - Unity tutorial, provided the basic structure for the game. Pickup generation, basic camera control, and movement were based on this tutorial.

Camera control script, level design, and camera ray tracing scripts are originally created by the team.

Playtesting Report:
- A question that we thought about is a way to make the User Interface more attractive or useful to the player. Suggestions ranged from creating objectives towards the top of the screen to creating a tutorial level to train the player. Both design strategies are effective in training our player to become accustomed to the game.
- The features of our game that worked best was our level design. It created a challenge enough for the player to feel how they needed to accomplish it and yet never quite get stuck.
- The feature that our project could improve on is movement fluidity and overall general visual appeal. The concept of our game is simple and easy to explain in two short sentences. However, some players struggled with the snappiness of the ball, and felt tighter movement mechanics would better suit the game. We plan to change both of these things in the final game.
- One of the more unexpected bugs is that walls disappear whenever our camera raycasts on them, but it never reappears. This is a visual glitch, so our team has to decide if we would rather have invisible walls to represent our game or find some way to fix our raycasting issue.

Playtesting Participation:
- James Andrews Jr.
    - Team RWBY's ball-tilting game. I played through the entire section and was able to reach the goal. Gave feedback on how to make the indicator more useful.
    - Kart Kombat's car combat game. Enjoyable Mario Kart battle like experience, gave feedback on camping areas.
    - Bobilla Games' Ninja combat game - Quick fun game. They implemented input on a parry system, which was really enjoyable from last playtest

- Jerry Vogel
    - Bobilla Games' Ninja combat game
    - Team RWBY's ball-tilting game.
- Jasmine Chapin
    - Bobilla Games' Ninja combat game
    - Team RWBY's ball-tilting game.

Playtesters:
- Nicholas
- Mikey
- Jamie

Schedule:
Checkpoint 2

- More complex levels with inclines and jumps - M (Need to do)
- DONE: Basic Obstacles Mechanic (Moving inclines/boxes) - M (Jasmine Chapin)
- Powerups - C
- DONE: Camera Fixes (Invisible walls) - S (Jasmine Chapin)

Final
- Graphical and Textural additions - M
- Diversify levels and obstacles - M
- Have at least three playable levels - M
- Sound Effects and Music - S
- Fix movement parameters - S