**Team KickA$$ Alpha deliverables**

**CIS 410 Spring 2022**

**Contributions**

Asset Manager: Luke Scribner: Altered canyon assets, main and death menus

Gameplay Designer: Jonathan Starlord: Altered flight script, shooting component, enemy prefabs

Product Owner: Meghan Riehl: Kanban board, map generation

**Deviations:**

We’re staying with the endless runner style shooter with a distance/checkpoint tracker to alter terrain and difficulty.

Adding aiming crosshairs for the ship, and getting new map tiles to randomly generate

Fixing the volume, again

**Kanban Board link**

<https://trello.com/invite/b/HeQAh7d7/3176f3f83999ba343cbc263afd9e8b54/flight-slalom>

**Github repo link**

<https://github.com/JrStarlord/CIS_410-TermProject-FlightSlalomGame>

**Game link**

<https://pages.uoregon.edu/lscribne/>