**Team KickA$$ Alpha deliverables**

**CIS 410 Spring 2022**

**Contributions**

Asset Manager: Luke Scribner: Transition portals, cave models

Gameplay Designer: Jonathan Starlord: Collisions, bullets, tile prefabs, map code

Product Owner: Meghan Riehl: Kanban board, map code, tile prefabs

**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

Adding “portals” to transition between environments, for the final build these portals will be smaller and avoidable so the player can stay in the one environment otherwise they will teleport the player to a random environment.

**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/>