**Team KickA$$ Final deliverables**

**CIS 410 Spring 2022**

**Contributions**

Asset Manager: Luke Scribner: Menus, transition scenes, sound/ particle effects, prefabs

Gameplay Designer: Jonathan Starlord: Enemy spawning, tutorial level, lighting.

Product Owner: Meghan Riehl: Kanban board, sound effects, deliverable paperwork, managing the completion of game assets.

**Deviations:**

Endless space runner (flight) with shooting elements, collect points by picking up coins or destroying enemies.   
Portals loop through environments: space, canyon, cave  
Power ups that offer a short speed boost or increased fire power  
  
\*In the time of writing this there were issues and while we wanted to have a sort of final boss battle we’re not sure if it’ll get done. It turns out there were more issues than anticipated. The enemy spawning and powerup were not able to be completed.

**Kanban Board link**

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

**Github repo link**

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

**Game link**

<https://lukescribner.com/410.html>