**Team KickA$$ POC deliverables**

**CIS 410 Spring 2022**

**Contributions**

Asset Manager: Luke Scribner: 3D modeling, terrain generation, flight sounds

Gameplay Designer: Jonathan Starlord: Flight scripting, ship assets

Product Owner: Meghan Riehl: Kanban board, some executive decisions, deliverable submission

**Deviations:**

We decided to deviate from a multi level game to an endless runner design that has a procedurally generated map with three different terrain options as time goes on. Also time markers will increase the difficulty and add more enemies some of which will start actively attacking.

It was decided during a meeting after the “playtest day” for our alpha build that we will focus on first terrain and the map generation code while tweaking the flight system and formalizing how we want the controls to be done. There will be a new Kanban board to reflect this.

**Kanban Board link**

<https://flightslalom.atlassian.net/jira/software/projects/FLIG/boards/1>

**Github repo link**

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

**Note from Meghan Riehl:**  
  
It is entirely on my shoulders that this assignment was not submitted in time, my team members were responsible all of the POC creation, and it was my job to complete the paperwork and keep track of progress this submission was my responsibility and I failed. Please do not penalize either of my team members for my late submission when their respective parts were done above expectations and on time. The Kanban board link used was not a Trello board as I did not see we needed to use that system specifically, as I will be creating a new board for our new direction, I will use the Trello template and I will post the new link in the comments for this assignment when it is complete.