Marble Blast Ultra

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Description: Marble Blast Ultra is a 3D puzzle/action game involving a marble. The player has the main goal of reaching the finish pad of the level as fast as possible. Obstacles will hinder the player's progress, but powerups are also provided to help the player finish the level. There will be multiple levels which will increase in difficulty as the player progresses.

* Main menu with level select, etc.
  + Duncan
* Highscores (Json file)
  + Lawrence
* Moving platforms
  + Duncan
* \*\*Multiple levels\*\*
  + Everyone
* Background (SkyBox)
  + ?
* Platforms models for the start and finish
  + ?
* Powerups to pickup
  + Speedup
    - Kyle
  + Maybe Gravity
  + Super Jump
    - Coleten
* Textures/artwork
  + For ground

To do / Issues

Finish lightning bolt

Make levels 6, 7, and 8

Finish high score system

Have coleten take off/fix the moving while in air feature

Edit main menu music

Add credits (credit the music for main menu/ credit marble blast/ anything else)

Change audio for underwater / space (low pass filter to muffle sound)

3…. 2….. 1…. GO!

Edit the build settings

Need sounds for: picking up gem, all gems collected, switch activated, level completed, level complete with new best time

Make an exit button for the executable version

Levels

Level 1: Shows the player how to move and look - Lawrence

Level 2: Teaches how to collect gems - Lawrence

Level 3: Teaches how to use super speed - Kyle

Level 4: Teaches how to use super jump - Coleten

Level 5: Has a moving platform - Coleten

Level 6: Rotating platforms – Duncan

Level 7: Lawrence – more moving platforms

Level 8: Kyle

Level 9: Involves water somehow Coleten

Level 10: Space level – Duncan

Level 11: Lawrence

Level 12: Kyle

Level 13: Coleten

Level 14: Duncan

Level 15: Lawrence

Level 16: Kyle

Level 17: Coleten

Level 18: Duncan