**Team Physics – Chris Park, Sam Gronhovd, Zach Lontz**

**Alpha Deliverable Notes:**

**Play Instructions:**

* Player one (Left) “A” to lock “A” Again to fire.
* Player two (Right) “L” to lock “L” Again to fire.

**State of Delivery/Mile Markers:**

* Sprites and Graphics are in place for screens and game objects.
* Rate of fire, gravity, and velocity have been tuned.
* Blocks are now destroyable.
* Powerups are spawning and functioning.
* Structure blocks have various material compositions, weight and durability.
* Basic sound effects for buttons, cannon fire, powerups, title music, and games screen music are in place.
* Both cannons are now present and firing.

**Known Bugs, issues, and limitations:**

* Cannonball's damage friendly blocks on collision.
* Cannonball images get randomly stuck mid screen.
* Cannonball collision are shot off after first collision interaction.
* Shield Powerup display indicator in GameScreen does not show on activation.

**FPO's**

* Temporary texture being used for horizontal floors in structures.
* Temporary Angle guides for rotating cannons.
* Temporary Sound effects and Music.

**Beta Delivery Expectations:**

* Additional structure choices and selection.
* Final choices for all sounds made.
* Screen transitions and tweens in place.
* Collision and visibility bugs addressed.
* Cannonball placement adjusted.
* Screen text included for Instructions/Credits/Results Screen.
* Secondary ammunition added.