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

**Beta Deliverable Notes:**

**State of Delivery/Mile Markers:**

* King is now randomly placed (see bugs).
* Cluster shot has been added.
* No more temporary textures for blocks.
* 6 Castle variants now in place.
* Sound effects and music are in place. (Exceptions in following section)
* Cannons turn themselves off briefly after firing.
* Screens have fade animations
* Buttons images change on mouse interaction and tween when a screen starts.
* Credits, Instructions text are in place.
* Results statistics are in place.
* High score is tracked by shared object.
* Cannonballs clean themselves up appropriately.

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

* Cannons are not drawing at the top layer of GameScreen.
* Cluster shot is too powerful and needs to be tweaked.
* There is no visual indicator for which king is being placed.
* Certain sound effects have been altered or omitted due to:
* Angle Rotation – Completely drowns out the rest of game sound.
* Power Gauge – Changed to short sound on activation due to drowning.
* Ground Collision – This collision check is missing from the collision manager and needs to be added.
* Speed Powerup on shot – Not yet added.
* If the king goes off screen the game can become un-winnable.
* Quitting the game and then moving to castle select again causes an index out of bounds error in the castle.as class.
* restarting the game, from quit (if it does not crash) or by standard win allows the spawning of infinite kings in the next match.
* Cannon should tween to a lowered position upon firing and turning itself off, but does not do so.
* The accuracy score in the results screen is moderately useless due to one cannonball being able to hit multiple blocks.
* Title music resets upon return to title when transitioning from credits and instructions. It should not reset here.
* King placement appears to only select the same spot.

**FPO's**

* Castle structure materials are temporary and will be made more diverse.
* Castle Select button graphics are temporary but easily editable to coincide with castle designs.

**Gold Delivery Expectations:**

* ALL Bugs SQUASHED!
* Volume levels for all sound mixed.
* Finalized castle materials.
* Polish effects added for:
* Cannon fire
* Block destruction
* King destruction
* Polish Polish Polish!