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Alpha Build Document

5/14/24

Github: https://github.com/RonanKel/CS410-Project

Trello Board: https://trello.com/b/TMZbDAgC/ballgame2-alpha-build

Team Contributions:

- Max Hermens: Gameball shader, expanding upon game level, finishing game loop.

- Ronan Kelly: Level selector and level, checkpoint system / stage fall off, pause menu.

- Wilfred Lim: Created the name, added timer system, working on sound.

- Josh Muzi: Added the Github "alpha" tag, Cleaned up code/added comments

Playtesting Pivots:

- From testing we learned that different world rotation types depending on ground contact can be confusing for players and now the world strictly rotates around the player.

- From testing we learned the ball needed to be more visible so we implemented a way to see the ball through the level. Although, more feedback has stated that even more visibility could be useful.