

Max Hermens, Ronan Kelly, Wilfred Lim, Josh Muzi

Eric Wills

Beta Build Document

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

Trello Board: <https://trello.com/b/8fmyNPIH/ballgame2-beta-build>

#### Team Contributions:

- Max Hermens: Working with gameobject transparency, finishing custom level.
- Ronan Kelly: Made scoreboard, gameball particle effects, screen shake, hit pause, and rotational assistant, and refined sounds and level select.
- Wilfred Lim: Added rolling, thud, and ambient sounds; bumper and jump pad mechanic (interaction + sound + particles); star rating at end of level
- Josh Muzi: Creation of level 3 environment

#### Playtesting Pivots:

- Deciding between using transparent gameobjects always, or implementing a ‘see-through’ shader that allows the player to see the ball when blocked by gameobjects.
- In Level 1, we are experimenting with a gyroscopic indicator that aims to help the player know what kind of gravitational forces they should expect to be acting on the ball.