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Final Build Document

6/6/24

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

Trello Board: <https://trello.com/b/phZo0IyI/ballgame2-final-build>

Build ZIP: <https://github.com/RonanKel/CS410-Project/blob/main/FinalBuild.zip>

Project ZIP:

<https://drive.google.com/file/d/11yPKHhBgAq2-Ip-G9wpj7jYKo2HUSLiF/view?usp=sharing>

Team Contributions:

- Max Hermens: Level 2, Ball Shader
- Ronan Kelly: Level 1 refinement, checkpoint asset/sound/particle effects, win zone particle effects, setting camera direction on respawn, and cleaned project.
- Wilfred Lim: Revamped the UI, credits toggle, win zone sounds, background sound adjustments, easter egg
- Josh Muzi:

Playtesting Pivots:

- Checkpoint Gameobject that lets the player know they have reached a checkpoint with a particle and sound effect.

- Goal Post now also includes sound and visual effects.
- Decided to have the timer tick up instead of down.