

Ball Game 2 - Team Progression

Contributions:

Maxwell Hermens: Implemented camera and tilting scripts as well as tutorial platform.

Ronan Kelly: World rotation script and ensuring team coordination

Wilfred Lim: Added scripts for a timer and stopwatch system.

Josh Muzi: Gathered assets for future level creation.

Pivots and Rescoping:

- Game scope is now related to tilting all world objects instead of objects inside the 'perplexus' sphere.
- Rename the game to "Ball Game 2"
- Feedback from play tests include;
 - a. Changing how the camera works for better ease of use.
 - b. Possibly 'see-through' game objects so the player has a better idea of where the ball is when moving the world at extreme angles.
- Theme-based levels approach: Have each level have a significant theme that is demonstrated through the environment, each team member is responsible for a level.

Trello: <https://trello.com/b/daubi2YE/cs410-project>

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