

Product backlog

497

- Game Design Document

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☒ 0/11

5
- Basic Camera

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☒ 0/6

13
- Spaceship

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☒ 0/7

5
- Basic Controls

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☒ 0/8

8
- Physics Engine

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☒ 0/6

21
- Collision Detection

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☒ 0/4

55
- Spaceship Feedback

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☒ 0/4

?
- Respawning

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☒ 0/2

5
- Planet Surface

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☒ 0/7

13
- Pillars

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☒ 0/3

3
- Debris

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☒ 0/3

3
- Rocks

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3
- Asteroids

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5

Racetrack
<div><div></div><div><div></div></div><div>0/4</div><div>13</div></div>
Shooting
<div><div></div><div><div></div></div><div>0/3</div><div>8</div></div>
Drifting Controls
<div><div></div><div><div></div></div><div>0/2</div><div>21</div></div>
Spaceship Boost
<div><div></div><div><div></div></div><div>0/3</div><div>8</div></div>
Camera Controls
<div><div></div><div><div></div></div><div>0/3</div><div>8</div></div>
Powerups Manager
<div><div></div><div><div></div></div><div>0/3</div><div>5</div></div>
Powerups
<div><div></div><div><div></div></div><div>0/4</div><div>13</div></div>
HUD interface
<div><div></div><div><div></div></div><div>0/7</div><div>13</div></div>
Race Manager
<div><div></div><div><div></div></div><div>0/2</div><div>8</div></div>
Controller Support
<div><div></div><div><div></div></div><div>0/3</div><div>13</div></div>
Multiplayer Input
<div><div></div><div><div></div></div><div>0/3</div><div>?</div></div>
Splitscreen Gameplay
<div><div></div><div><div></div></div><div>0/2</div><div>13</div></div>
Tracking System
<div><div></div><div><div></div></div><div>0/2</div><div>21</div></div>
Finish Screen
<div><div></div><div><div></div></div><div>0/4</div><div>8</div></div>
Moving Obstacles
<div><div></div><div><div></div></div><div>0/2</div><div>13</div></div>

Score Manager
<div><div></div><div><div></div></div><div>0/5</div><div>13</div></div>
Event System
<div><div></div><div><div></div></div><div>0/3</div><div>5</div></div>
Trigger Zone
<div><div></div><div><div></div></div><div>0/1</div><div>5</div></div>
Planets
<div><div></div><div><div></div></div><div>0/4</div><div>8</div></div>
Particle Manager
<div><div></div><div><div></div></div><div>0/7</div><div>34</div></div>
Particles
<div><div></div><div><div></div></div><div>0/6</div><div>13</div></div>
Sound Manager
<div><div></div><div><div></div></div><div>0/6</div><div>13</div></div>
Sound Effects
<div><div></div><div><div></div></div><div>0/11</div><div>34</div></div>
Customizable Controls
<div><div></div><div><div></div></div><div>0/2</div><div>13</div></div>
Level of Detail
<div><div></div><div><div></div></div><div>0/4</div><div>55</div></div>
(Epic)Permanent storage of settings
<div><div></div><div><div></div></div><div>0/3</div><div></div></div>
(Epic)Menu
<div><div></div><div><div></div></div><div>0/8</div><div></div></div>
(Epic)Customized spaceship
(Epic)Unlockables
(Epic)Post processing shaders
<div><div></div><div><div></div></div><div></div><div></div></div>
(Epic)Shaders

- (Epic)Multiplayer

0/3
- (Epic)Cross platform
- (Epic)Game modes
- (Epic) Technical Design Patterns
- (Abstract Epic) Player Reward System

Temporary List

Sprint 1

Sprint 2

Sprint 3

Done

- GIT and Code conventions

1
- Make a git repository

1
- Choose Game

8 Feb