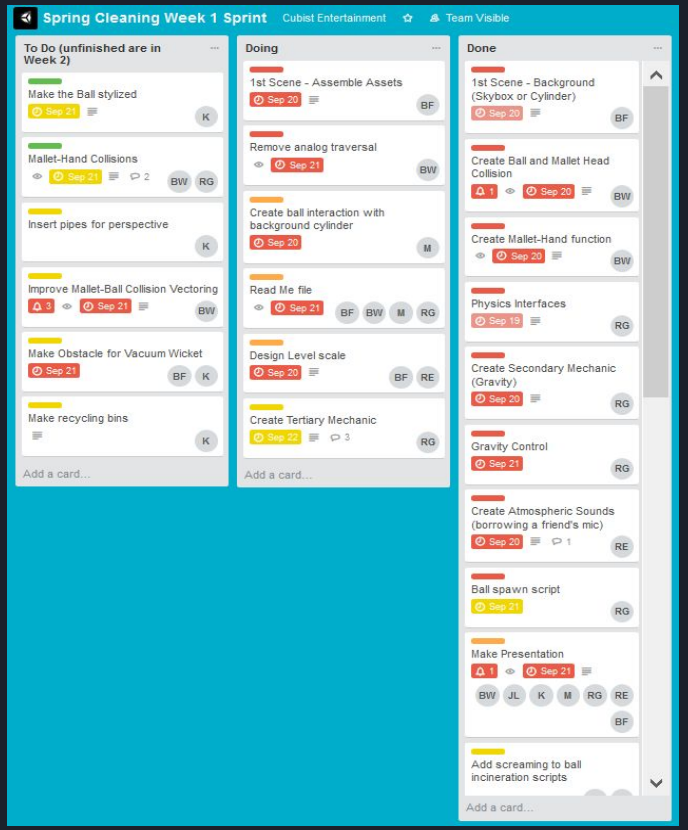
Cubist Entertainment

Spring Cleaning

Week 1 Progress

Current Progress



- Modeled a cylindrical room with a balcony and windows showing a pretty outer-space skybox
- Created two mallets attached to the controllers. Mallet hands!
- Wickets embedded into wall
- Collision between mallet and ball
- Alternating between gravity and zero gravity every two seconds
- Respawning ball
- Ball incineration five seconds after it's hit

What Went Well

- Particle physics well implemented
- Mallet collision feels intuitive
- Ball angular drag fits well to environment

Brian's thoughts:

- "Pretty much everything."
  -Brian Walsh, 2017

Obstacles/Challenges We Faced

- Orientating the mallet to fit the hand
- Positioning to accommodate players' different heights
- Might have to scale down a bit - 3rd level could be a stretch goal
- Ball occasionally clips through surfaces

Applications Used

- Github
  - Version control
- Trello
  - Task delegation
  - Scrum board
- Slack
  - Team communication
  - Organization of meetings
- Unity
  - Heartache

What's Next

- Next week we'll either improve the 1st level or start the 2nd
- Tertiary vacuum mechanic
- Texturing
- Put in objects for reference as to when gravity is on/off