Sprint 3

**HAN20100126**

# **Sprint 3 Changes**

## **Design Document**

* **Added concept for congratulatory sprites on combo milestone.**
* **Added concept for Lane tilt on slider holds.**

## **Finished Tasks**

### **Designed Object Pooling architecture for current and future implementation.**

### **Fully implementing Object Pooling architecture for Note spawns and Hit Mark spawns.**

### **Restructured data collection and identification for future expandability.**

### **Refactored MidiData.asset and split into 2 Scriptable Objects.**

### **Added GameModeData.asset for global setting.**

### **Integrating Touch Input system.**

### **Implementing Score System.**

### **Implementing Accuracy System.**

### **Added Margin of Error for note registrations.**

### **Replace ray-casting to hit notes to using Collider’s collisions.**

## **Unfinished Tasks (moved to next Sprint)**

### **Build and playtesting.**

* **Build and playtesting required touch input to work properly during gameplay as well as song selection to work under touch input to fully realized additional works that need to put on when building to mobile devices.**

### **Implementing Touch input**

* Touch input was not able to implement since it was undecided between the default touch input (supports to 5 simultaneous touch inputs or the new Input System which required more research).

### **Option Menu**

* Option menu was not able to implement due to other tasks taking priority over.

### **Song Selection Working**

* It was planned that Song Selection will be implemented after GameModeData.asset is implemented but there were many unwanted bugs that were generated that took priority.

### **Ratings Display**

* Rating display could not be yet fully implemented without a global Scriptable Object that tracks rating for every available song.

## **Known Bug**