

Num	Assignment	Type	Status	Due	Finished	Notes
1	Design Document Text	Other	Completed	10/15/2024	10/14/2024	
2	Decide on Paddle and Ball Design	Art	Completed	10/15/2024	10/15/2024	
3	Decide on Brick(s) Design	Art	Completed	10/15/2024	10/15/2024	Animation to Bounce off Brick and to Bounce off paddle
4	Title Page Mockup	Art	Completed	10/16/2024	10/15/2024	
5	Ball Physics Animations	Art	Completed	10/16/2024	10/15/2024	
6	Paddle Control Animation	Art	Completed	10/16/2024	10/15/2024	
7	Level Example	Art	Completed	10/17/2024	10/15/2024	
8	Make Brick Types Animation	Art	Completed	10/17/2024	10/15/2024	
9	Design Damaged Bricks	Art	Completed	10/16/2024	10/15/2024	Finished Things Fast Enough that I rescheduled everything else
10	Make Game in Godot	Coding	Completed	10/17/2024	10/16/2024	
11	Make Main Game Scene	Coding	Completed	10/17/2024	10/16/2024	
12	Add Ball and Paddle Art to Game	Art	Completed	10/17/2024	10/16/2024	
13	Implement Ball Scene	Coding	Completed	10/17/2024	10/16/2024	
14	Implement Paddle Scene	Coding	Completed	10/17/2024	10/16/2024	
15	Make Code to move paddle	Coding	Completed	10/18/2024	10/17/2024	Basic movement, speed variable, easy to update. Stops you from hitting walls.
16	Make movement code for ball	Coding	Completed	10/18/2024	10/17/2024	Basic movement that bounces off edges is implemented
17	Look into best way to make bricks	Coding	Completed	10/19/2024	10/18/2024	
18	Implement Brick Scene	Coding	Completed	10/19/2024	10/18/2024	
19	Put Scenes in Main Game	Coding	Completed	10/19/2024	10/18/2024	
20	Design Level 1	Coding	Completed	10/20/2024	10/20/2024	
21	Fix Collision for everything	Coding	Completed	10/20/2024	10/20/2024	
22	Add anything into level 1 that is nee	Coding	Completed	10/21/2024	10/21/2024	
23	Make Lives	Coding	Completed	10/22/2024	10/21/2024	
24	Make Lives HUD	Coding	Completed	10/22/2024	10/21/2024	
25	Figure out How to Measure Bricks	Coding	Completed	10/23/2024	10/22/2024	
26	Create Level Transition	Coding	Completed	10/23/2024	10/22/2024	
27	Make Title Page	Art	Completed	10/24/2024	10/23/2024	
28	Implement Title Page	Coding	Completed	10/24/2024	10/23/2024	
29	Implement Ball Shoot	Coding	Completed	10/24/2024	10/24/2024	Currently ball just automatically goes. This will need user to hit a button before the ball is sent.
30	Make different collision zones for	Coding	Completed	10/24/2024	10/24/2024	I want the ball to be able to move in different ways depending on where the paddle hits it. Implemented differently but officially implemented nonetheless
31	Make Loss Page	Art	Completed	10/25/2024	10/25/2024	I actually used a cool particle effect instead of doing art.
32	Implement Loss Page	Coding	Completed	10/25/2024	10/25/2024	
33	Make Level 2 Scene	Coding	Completed	10/26/2024	10/22/2024	
34	build level 2 scene	Coding	Completed	10/26/2024	10/26/2024	
35	transition from level 1 to level 2	Coding	Completed	10/26/2024	10/26/2024	
36	Update Button UI	Coding	Completed	10/26/2024	10/26/2024	
37	make level 3 scene	Coding	Completed	10/27/2024	10/27/2024	
38	transition from level 2 to level 3	Coding	Completed	10/27/2024	10/27/2024	
39	build level 3 scene	Coding	Completed	10/27/2024	10/27/2024	I might need to change the speed of the ball in order for the game to be winnable.
40	make win screen	Coding	Completed	10/28/2024	10/28/2024	
41	have win screen implement partick	Coding	Completed	10/28/2024	10/28/2024	Getting the last bricks is a pain. May need to implement something.
42	Add sound effect to ball	Audio	Completed	10/29/2024	10/30/2024	
43	Add death sound effect	Audio	Completed	10/29/2024	10/30/2024	
44	Decide on Powerups	Other	Completed	11/1/2024	10/31/2024	
45	Note on GDD that Powerups Spawn	Coding	Completed	11/2/2024	11/2/2024	

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46		Create Powerup Spawner	Coding	Completed	11/2/2024	11/2/2024	
47		Design Powerup (Double Paddle Siz	Art	Completed	11/3/2024	11/3/2024	
48		Implement Powerup (Double Paddl	Coding	Completed	11/4/2024	11/3/2024	
49		Implement Powerup Spawner Code	Coding	Completed	11/4/2024	11/3/2024	
50		Implement Powerup (Double Paddl	Coding	Completed	11/5/2024	11/3/2024	
51		Design PowerUp (Halve Paddle Size	Art	Completed	11/5/2024	11/3/2024	
52		Design Powerup (split ball into 3)	Art	Completed	11/6/2024	11/3/2024	
53		Design PowerUp (Halve Ball Size)	Art	Completed	11/8/2024	11/3/2024	
54		Implement Powerup (Halve Paddle	Coding	Completed	11/5/2024	11/5/2024	
55		Implement Powerup (Halve Ball Siz	Coding	Completed	11/6/2024	11/6/2024	
56		Implement Powerup (split ball into	Coding	Completed	11/7/2024	11/6/2024	
57		Add Double Paddle Size to GDD	Other	Completed	11/8/2024	11/8/2024	
58		Add Halve Paddle Size to GDD	Other	Completed	11/8/2024	11/8/2024	
59		Add split ball into 3 to GDD	Other	Completed	11/9/2024	11/8/2024	
60		Add Halve Ball Size to GDD	Other	Completed	11/9/2024	11/8/2024	
61		Fix Signals on Level 2	Coding	Completed	11/9/2024	11/9/2024	
62		Fix Signals on Level 3	Coding	Completed	11/10/2024	11/10/2024	
63		Add music	Audio	Completed	11/11/2024	11/10/2024	
64		Add sound effect to power up	Audio	Completed	11/11/2024	11/10/2024	
65		update GDD	Other	Completed	11/12/2024	11/11/2024	This is where I will have to change "Color Palette" and "System Requirements" and update "Additional Notes" and any other needed updates
66		Add additional notes to GDD	Other	Completed	11/12/2024	11/11/2024	This is where I will have to change "Color Palette" and "System Requirements" and update "Additional Notes" and any other needed updates
67		Polish Game	Coding	Completed	11/13/2024	11/12/2024	
68		Add Finishing Touches	Coding	Completed	11/14/2024	11/12/2024	Play through game and make sure I can actually play it
69		Export Game	Other	Completed	11/14/2024	11/14/2024	