Assignments

In progress

Implementing

Finished

Create Sound Effect for Wall hit

music to be played when collided

AB

Documenting the Game functions/
mechanics

C **ZL**

music played constantly based on
which scene is loaded

AB

Create Sound Effect for Paddle Hit

rename everything to follow a proper
naming convention

AB

Create Sound Effect

Finish the Descriptions On GDD

Update Assets List

Create a Wall sprite

👁   **II**

Add background as object in main menu

Implement if esc pressed then close game

Create Paddle sprite

                       ZL

Menu Buttons and Winscreen Buttons

Menu Backgrounds

Logo

Create Music Loop for Level

                     T

Game screen audio

                     T

9 Tile Sliced Button sprite

Create Level Background sprite

Ball sprite

👁   **II**

Create Wall Sprite

ZL

added goal limit horizontal movement
to not make the plate dissaper

AB

Personal Documentation

Distill Mood Board

Choose Roles

Commit Controller for the Slabs

Repository Setup

reseting controller positions after
sccore

AB

adding the horizontal movement
limitations

AB

movement of slabs stops horizontally
once border is reached

AB

Implement Physics for the Objects

AB

fixed any remaining issues of the old
game

AB