

Jupiter Flyer GDD:

Backlog:

Name/Point s	Low	Medium	High
Michael Maggiore		1) Add flair/make ball look cooler.	1. Environment. Make Levels for 1 and 2. 2. Look into camera controls. 3. Make a start and end.
Will Warner	1) Create options screen	1) Add a star position for ball and end position. 2) Implement ball falling off the edge and restarting the Game.	<ul style="list-style-type: none">• Create pause screen.• Create start screen

Tasks that have been complete:

- 1) Add flair/make ball look cooler.
- 2) Look into camera controls.Smooth it out.
- 3) Environment.
- 4) Make Levels for 1
- 5) Start Screen made
- 6) Start position for ball.
- 7) Ball hook mechanics done.
- 8) Ball glides through air
- 9) Level 1 buildings created.
- 10) Added smooth ramp for ball.
- 11) Camera angle is adjusted.
- 12) Added shooting capabilities.
- 13) Added background and background interstellar music to the game.

Tasks in Progress:

- 1) For Will, implement ball falling off edge and restarting the game.

- 2) For Michael, create pause screen and level 2 for the game. I need to make a start and an end!

Tasks that still need to be done:

- 1) Make an end goal for the ball. There is currently no end.
- 2) Create enemies or targets for the player.
- 3) Make level 1 more massive.