Game Development Backlog

☆ 🔓 Private

Coding (William, David Wu, Danny)

Ball spawner

Goal
☰

Transition screen at end of level
💬 1 ☑ 0/4

Spawn prefab - Goal prefab

Control schemes (William, David Wu, Danny)

Mouse position controls tilt of surface that the ball rolls on

Camera is inside the ball, move it with WASD and turn with the mouse
WW

Camera is inside the ball, look around with the mouse, move forward by clicking
WW

Separate object you control that repels the ball

only forward movement but can control direction of ball

Assets (Richard)

Ball

☰ ☑ 0/3

3D Human

💬 1 ☑ 0/4

Vehicle

☑ 0/4

Title screen logo

First Maze

Second Maze

Third Maze

UI (Pravina)

Buttons to switch sprite

💬 1 ☑ 0/4

Title screen

☑ 0/4

Level Select Screen

Management (David Ricardo)

Focus test 2 report

🕐 Apr 25

Product Backlog screenshot

🔔 1 🕐 Apr 25

Sprint Tasklist submission

🕐 Apr 27

Sprint Tasklist submission

🕐 May 2

Sprint Tasklist submission (optional)
🕑 May 9

Changelog submission
🕑 May 11

Focus test 3 report
🕑 May 11

Focus test 4 report
🕑 May 11

Webpage link submission
🕑 May 11

Presentation slides
🕑 May 11