

Game Development Backlog

☆ Private

Coding (William, David Wu, Danny)

Control schemes (William, David Wu, Danny)

Mouse position controls tilt of surface that the ball rolls on

Separate object you control that repels the ball

only forward movement but can control direction of ball

Assets (Richard)

Button assets

☰ ☒ 8/10

Vehicle

☒ 0/4

3D Human

💬 1 ☒ 0/4

Second Maze


Third Maze


UI (Pravina)

Level Select Screen


PS

- Transition screen at end of level


 1

 0/5


WW
- Pause button

 0/3


PS
- Pause screen

 0/4


WW
- "go to level select" button

 0/3


PS
- "Go to main menu" button


 0/3

PS
- Stopwatch

 0/5


DT
- Level select screen displays best time to complete each level
- Buttons to switch sprite

 1


 0/4


Management (David Ricardo)


- Cloud build is still not working




DR
- Focus test 2 report

 Apr 25
- Sprint Tasklist submission

 1

 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