Game Development Backlog

☆ 🔓 Private

Coding (William, David Wu, Danny)

With the goal in the bottom left, the maze appears unsolveable

≡

R

In buddy repel, buddy is difficult to see

WW

In board tilt, the board sometimes clips through the camera.

Better lighting

In buddy repel, buddy can clip through walls

Stopwatch comes up in level select screen

UI (Pravina)

Buttons should do something when hovered over

≡ ☑ 0/4

PS

Stopwatch

☑ 0/5

DT

Level select screen displays best time to complete each level

Buttons to switch sprite

💬 1 ☑ 0/4

Swap velocity and force columns in level select

☰

Fonts other than arial

PS

Transition screen buttons are invisible

Level name displayed in HUD

Better level names

Assets (Richard)

Background music playing constantly

R

3D Human

💬 1 ☑ 0/4

Vehicle

☑ 0/4

Second Maze

Third Maze

Management (David Ricardo)

Sprint Tasklist submission

🔔 1 🕐 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