

Game Development Backlog

☆ Private

Bugs (William, David Wu, Danny)

Clicking "Exit to main menu" shows "Scene is missing a fullscreen camera"

In transition screen, "Continue" button does not load next level

In "FPS Control", transition screen appears hovering in the air.

In buddy repel, buddy is difficult to see

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

In board tilt, the up arrow tilts the board down.

In board tilt, the ball can fall through the board






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	

