

## Game Development Backlog

☆ Private

### Coding (William, David Wu, Danny)

Semi-cryptic descriptive text in each level

DT

In buddy repel, buddy is difficult to see

WW

"Congrats" screen for last level

WW

Better lighting

### UI (Pravina)

Buttons should do something when hovered over

☰ ☒ 0/4

Level select screen displays best time to complete each level

Level name displayed in HUD

Better level names

Buttons to switch sprite

💬 1 ☒ 0/4

## Assets (Richard)

Sound effects

☒ 1/4

Background music playing constantly

R

3D Human

💬 1 ☒ 0/4

Vehicle

☒ 0/4

Second Maze

Third Maze

## Management (David Ricardo)

Sprint Tasklist submission (optional)

🔔 1 ⌚ 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

## Final Presentation

What to talk about, who to talk about each thing.

5 things that went right/5 went wrong