Title	Description	Closed At (UTC)
Gitlab Tutorial Video aufnehmen		2025-05-12 18:32:06
Gruppen Kallender Anlegen und Teilen	Google Calendar	2025-05-18 15:44:47
Implement NPC (Swoop Target) Behaviour	- Spawner - Movement - HasFood / Doesn't have Food - Food's been snatched	2025-05-18 16:07:43
Implement Pickup Interface and Example Pickup (like food)		2025-05-18 16:07:45
Gruppentermine Festlegen		2025-05-19 15:16:13
Mit Gitlab auseinandersetzen	Die verschiedenen Aspekte von Gitlab lernen, dazu gehören z.B: - Das Anlegen von Issues - Das Zuweisen von Tags (für Issues) - Eintragen von Time Tracking - Verstehen von Issue Boards - Verstehen von Milestones - Verstehen was "Assignee" bedeutet und wie man sich selbst zuweist	2025-05-19 16:20:45
Moodboard ship		2025-05-19 16:21:08
Recherche und Prototyping für Shader		2025-05-19 16:30:45
Seagull Coordinates should be either in Normal Space or independant from the rest of the stage		2025-05-20 11:44:40
Blockout Ship		2025-05-27 11:02:35
Concept Art for Props		2025-05-27 11:03:11
Concept Art Ship		2025-06-08 19:38:52
Seagull swoop should be controlled by AnimationCurve		2025-06-10 06:35:12
Seagull Swoop should have ease-in and ease-out		2025-06-10 06:35:15
Determine Software Architecture	Some points to consider, some less relevant than others: - Design Pattern (probably observer pattern) - Reference Location (location service?) - folder structure - abstraction / hierarchy - Useful Singleton Services - Scene Loading Structure - How are constants / serialised variableshandled?	2025-06-10 06:36:15
Team im Wiki eintragen		2025-06-10 06:36:17

Concept Art for Möwe		2025-06-10 06:36:23
Concept Art NPCs		2025-06-10 06:36:29
Rough Model for Food		2025-06-10 06:36:34
Multiplayer		2025-06-10 06:36:44
Swoop Depth should sink at the same rate as the diving seagull		2025-06-10 06:36:58
Implement Proper Screen Wrapping	Intended behaviour: When swooping or rising, upon hitting the left or right edge of the screen, the seagull should teleport to the other side, instead of changing direction. Currently, the swoop curve depends on the world coordinate space, hence simply teleporting from the right to the left side of the screen breaks the curve movement behaviour. To fix this, the swoop curve movement should be fully independent from the world coordinate space.	2025-06-10 06:36:59
Implement Seagull Controller	- Swoop Controls - Collision with Actors / items - Parametrisation of dependencies for testing	2025-06-10 06:37:00
Fix Build Issue	Due to a .gitignore fuck-up, we can't build currently.	2025-06-10 06:39:31
Game Loop	Game Manager runs game from start to finish	2025-06-10 06:39:53
Decide on a Presentation Layer	- How should the camera be positioned? - How does this affect the art style / asset production. - How much space should the seagulls / props / level take up?	2025-06-10 07:05:35
Display Player Score	- Player Score	2025-06-12 17:04:12
Score Can Be Kept for Variable Amount of Players	- Score is kept for a variable amount of players	2025-06-12 17:04:55
implement post-game wrap-up screen (for score, restart, etc.)		2025-06-12 21:35:39
Implement WaterShader		2025-06-13 08:22:08
Restart resetet state nicht korrekt		2025-06-13 08:24:58
Swoop Speed should be smooth and following acceleration		2025-06-13 14:58:50
Seagull Rotation is not correct in regards to the movement direction		2025-06-13 14:58:53
Seagull Pick-Up Should be on the beak side		2025-06-13 14:58:54
Manchmal buggt das Möwen Mesh out of the universe (why?)		2025-06-13 14:58:56

PVP doesn't work yet		2025-06-13 14:58:58
Implement Menu Button / Pause Button		2025-06-13 19:41:07
The Game Should be Started from the Main Menu by holding the corresponding buttons	Intended Behaviour: The player count is inserted or selected, then that many keys need to be held in parallel for a couple of seconds to start the game. This way, keybindings are automatically set for each player in a simple manner and the game guarantees, that everyone is ready. (also opportunity to troll, we love those)	2025-06-13 22:58:32
Implement Camera Controller / Scene Transition	- The Camera can move from one side to another side - the camera can zoom in or move outwards - seagull position properly follows camera movement, i.e. they are always in the frustrum	2025-06-13 23:54:56
Seagull Can Dive Again Before Pickup is collected		2025-06-14 12:29:05
Prioritize Backlog	Simply set a priority label for each issue in the backlog, based on how important they are. Doesn't need to be done now, should be done before the beginning of a new sprint.	2025-06-14 12:31:28
Implement Main Menu		2025-06-14 12:31:43
Art for Itch.io Page and Icon	- Icon - Cover Art	2025-06-14 14:44:28
Itch Build Deployen		2025-06-14 14:45:20
Model for Seagull		2025-06-14 14:50:56
Decide on Artstyle	- How quickly can assets be produced for this style - How is this art-style affected by the presentation layer? - How easily can animations / movement / juice be integrated into assets of this style?	2025-06-14 14:51:43
Shader ins project mergen		2025-06-14 14:51:51
Model Props		2025-06-15 09:25:03
Create Ship Model		2025-06-15 09:25:04
Game Window is recognized as a selectable canvas Element and hence turns blue	When the game window on itch is clicked, it turns blue, because the browser "selects" it, like you would select a text. We need to customize our WebGL template, so that it doesn't do that anymore.	2025-06-15 15:11:01
Pause Button is currently overlayed with the Fullscreen Close Button		2025-06-15 15:11:03

Refactor Global Singletons to use observer pattern	Menu Manager - On Scene Loaded Game Manager - On Game Start - On Game Reset - On Game End - On Game Paused - On Game Resumed	2025-06-17 16:27:39
Fix End Screen Display	Player num doesn't seem to be stored correctly, sorting function doesn't seem to work properly.	2025-06-20 09:34:54
Make Normalized Coordinate Space Scale Automatically with Screen Size	The Default Embed is 16:9, however, fullscreen might not. We could cut off the edge of the screen with black bars.	2025-06-24 09:45:41
Seperate Seagull Mesh		2025-06-24 11:23:12
Make Clouds pass by in BG		2025-06-27 14:30:14
Integrate NPC Animations into Unity		2025-06-27 16:02:39
Sometimes, two foods are spawned on an NPC	Only one should be spawned per NPC.	2025-06-27 18:54:46
Integrate Seagull Animations		2025-06-27 20:00:36
Model for Human	Either make the models or use an asset pack and adjust the models.	2025-06-27 20:00:48
Rigg Seagull Model		2025-06-27 20:01:33
Polish End Screen	- Swoop Key should be displayed below Score - Add Buoyancy to ship - Make the winner stand out more - Number of Seagulls should be based on num of players	2025-06-27 20:01:42
Default Flapping		2025-06-27 20:04:24
Seagull Ambient Noises		2025-06-27 23:44:36
Ambient Ocean Noises		2025-06-27 23:45:20
People Response Noises Uppon being Swooped		2025-06-27 23:45:44