

SCRUM Meeting Notes - 05-08-20

What have we done since last meeting?

- Implemented latch
- Implemented power ups
- Implemented a broken pause menu
- Implemented more prefabs

What will we do until the next meeting?

- Work on Power up sprites
- Fix pause menu - pause cameras
- Single vs Two player
- 2 different platform settings
- Implement changin terrain
 - Camera speed up as player gets higher
- Debug ???

What's blocking you from moving forward?

- Crunch time

SCRUM Meeting Notes - 05-05-20

What have we done since last meeting?

- Completed attack animation
- Complete crate implementation

What will we do until the next meeting?

- Wall sticking ability
- Power up script
 - Jump higher
 - Camera speed up
 - Camera slow down
- Pause menu
- Single vs Two player
- 2 different platform settings
- Camera speed up as player gets higher
- Implement changin terrain

What's blocking you from moving forward?

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SCRUM Meeting Notes - 04-28-20

What have we done since last meeting?

- Implemented random generation with player instead of all at once
- Implemented crate

What will we do until the next meeting?

- Start on sound effects and music
- Implement attack animation

- Fix crate destruction to be on attack - depends on attack animation
 - Implement walls on scenes
 - Implement wall sticking ability [ice pick] - depends on wall's and attack animation
 - Implement two modes, endless vs survival
- **What's blocking you from moving forward?****
- Still running into unity bugs

SCRUM Meeting Notes - 04-21-20

What have we done since last meeting?

- Created recording and first build for lab
- Implemented player death
- First draft of score system
- Got a few prefabs for blocks
- Added attack animation

What will we do until the next meeting?

- Start on sound effects and music
- Implement attack animation
- Implement crate
 - Implement wall sticking ability [ice pick]
- Implement random generation with player instead of all at once
- Implement two modes, endless vs survival

What's blocking you from moving forward?

- Running into unity bugs
- Running into animation bugs
- Running into some feature bugs

SCRUM Meeting Notes - 04-03-20

What have we done since last meeting?

- Merged jump test and scroll test
- Random generation is working

What will we do until the next meeting?

- Completing sprite sheet
 - Start working on sound effects
- Get prefabs for blocks
- Implement player death [collision detection]
- First draft for score system

What's blocking you from moving forward?

- Literal Pandemic

SCRUM Meeting Notes - 03-10-20

What have we done since last meeting?

- Complete scrolling test
 - Auto scrolls
- Made basic player object
- Completed jump test for player

What will we do until the next meeting?

- Merge jump test and scroll test
- Implement split screen
- Get prefabs for blocks
- Work on random generation of platforms
- Implement death
- Implement player 2

What's blocking you from moving forward?

- Studying for other classes
- Tests are currently in separate directories