**Week 8 Mentor Meeting Notes.**

**Player Movement:**

* Flowchart of movement.
* Class diagram.

**Enemy movement:**

* Flowchart of movement.
* Class diagram.

**Side scroller:**

* Wireframe/sandbox.

**Projectile weapons:**

* Cube shot at enemy.
* Flow chart of movement.

**Pixelated Graphics:**

* Low fidelity of final graphics.
* Reference images.

**Character speed:**

* Table of if this much scrap, what happens (what is the threshold)

**Ammo adds effects:**

* Table of effects when picked up.

**Sound:**

* On action what sound occurs.
* What is in game so far.
* Table of sound.

**HUD**

* Wireframe.

**Validation testing:**

Validation: This is where I describe what validation test I would utilize to indicate the MVF is successful.

Failure: This is where I describe how the validation may failure, not producing a successful MVF.

For each.

As much content as possible.

**Time Estimation:**

MVF 1: I feel like this because of this….

MVF 2: I also feel like this because of this….

**Next Meeting:**

2pm AEST 12pm AWST

**Everyone’s MVF’s for Assessment 2:**

Player movement: Michael.

Enemy Movement: Ross.

Side scroller: Hamilton.

Projectile: Michael.

Pixelated Graphics: Connor and Leo.

Speed alters: Michael and Ross.

Ammo adds effects: Michael and Ross.

Sound: Corbin.

HUD: Leo.

Tools/communication: Corbin.