MostlyBS_TotallyBA
Minutes
2/23/18

Topics Covered:

Had a heated conversation about the lore behind our game.

Spent most time polishing up our prototype release.
- Released our prototype to github
- Approved prototype video
- Had a nice conversation with Jesse.

What we plan on releasing for our Alpha test build.
- How do we want the UI to look going forward, will revamp current UI for later releases
- Considered changing user story
- Discussed how to format minutes writeup for the future.
- How will the next map look and the style of it. First map kind of small, want bigger rooms/ more space to move
- How is enemy and player interaction going to look like.

Since Last Week:

Christian Wilson: Created the first detailed map, and implemented collision on the walls/ objects

Daniel Re: Made the prototype video, and implemented initial camera movement for prototype

Arody Deleon: Worked on basic enemy movement, and enemy animation

Andrew Forthman: Created the UI and Control Menu screen for prototype release.

For Next Week:

Christian Wilson: Starting second map, and working on interactions if player movement is implented.

Daniel Re: Start implementing player movement as well as camera following player as it moves

Arody Deleon: Implementing enemy movement/ aggro towards player when they get in range. Also implementing enemy healthm counter.

Andrew Forthman: Credits and Controls pages for the main menu, and improve the overall design/art for the main menu.