Mostly BS, Totally BA Minutes 4/3

<u>Completed Last Week</u>

Arody Deleon:

- Level 2 work
- Created waypoints for enemy AI
- Projectile script created

Daniel Re:

- Implementing health potions

Andrew Forthman:

- Save / Load functionality
- Stat Boost increase method

Christian Wilson:

- Finished Level 3 map design and interaction

<u>Topics Discussed</u>

- o Completion of level 2 map and enemy scripts
- o Our assigned collaboration assignments
- o Review final issues needed for beta release
- o Add-ons
- o Final boss plans
- o Plan for presentation

<u>To Complete for Next Meet</u>

Arody Deleon:

- Post level 2 scripts
- Level 3 stuff too

Daniel Re:

- Finish potions
- Play test and balance
- Landing page for beta

Andrew Forthman:

- End credits
- Beta video

Christian Wilson:

- Score increase when picking up treasure
- Work on final boss level