Mostly BS, Totally BA Minutes 3/30

<u>Completed Last Week</u>

Arody Deleon:

- Fixed collision bug in enemies
- Full implementation of enemy attacking player
- Completed Level 1 and 2 bosses
- Created game/team logo
- Created highly descriptive and completely serious promotion video

Daniel Re:

- Fixed player animation
- Added player death

Andrew Forthman:

- Completed escape menu function – works on Level 2
- Controls menu updated
- Improved level transition to keep HUD accurate
- Cleaned up code and added comments

Christian Wilson:

- Focused on designing level 3 and interaction scripts
- Thorough testing of builds for alpha release

<u>Topics Discussed</u>

- o Our assigned collaboration assignments
- o Plan for working with collaborators
- o MVP Review / Update
- o Review final issues needed for beta release
- o Minimal needs for load/save functionality
- o Level 3 discussion
- o Plans to improve attack speed or damage
- o Animations for when hit by enemy
- o Final week presentation plan

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

Arody Deleon:

- Level 2 enemy improvements and boss mechanics

Daniel Re:

- Skill increase

Andrew Forthman:

- Begin work on save / load functionality

Christian Wilson:

- Continue work on Level 3, including scripts
- Add healing potions