Mostly BS, Totally BA
Minutes 3/9

Since Last Week: NOTE* We had a snow day during last weeks meeting

Arody Deleon: Has worked on attack scripts for the enemy, and also working on enemy movement and AI following the player around.

Daniel Re: Worked on refining the player animations, and started to implement the player attack logic. Player attack is still a work in progress.

Andrew Forthman: Updated the main menu and launching screen UI. Added in the options tab as well as the Credits tab in the main menu.

Christian Wilson: Created the level 2 scene for the game. Implemented player interaction with the doors, player can now open the doors. Updated level 1 walls for improved collision.

Topics Discussed:
- How we want to scale health. We chose 100 as the base for now
- What needs to be done to wrap up alpha releae (see below)
- Want to add in a exit menu
- Talked about working sequentially on map and not all at once. Unity has issues with multiple people altering the map.
- How we want the puzzles to work.

For next meeting:

Arody Deleon: BUG: Fix the collision in the enemies. Work on fully implementing the first iteration for the enemy attacking the player, and enemy dieing and sprite disappearing.

Daniel Re: Finish implementing player attacking, and make the player die if their health reaches zero.

Andrew Forthman: Update the controls menu, and create an exit menu so we can exit the game. Pending on other members progress: begin to implement the game HUD.

Christian Wilson: Create scripts for the level 1 puzzles and treasure pickup. Also implementing all of level 2 door interactions and puzzles/treasures.