

Mostly BS, Totally BA Minutes 3/16

### Completed Last Week

**Arody Deleon:** Mostly spent time studying for machine learning. Did spend some time review ideas for enemy attacking including boss.

**Daniel Re:** Added player attack scripting. Attack animations for player.

**Andrew Forthman:** Setup basic HUD with score and health. Currently updates after killing enemy. Simple escape menu that appears similar to main menu. Comes up when hitting escape. Laid ground work for game manager to control overall game components.

**Christian Wilson:** Implemented all level 1 and level 2 puzzles and map interaction scripts. Redid all walls for improved collision. Added overlays to reveal as you enter.

### Topics Discussed

- Completion of HUD, setup of Game Manager
- Review final items needed for alpha release
- Plans for next phases, including contribution from other
- Ideas for upgrading health, speed, attack
- Animations for when hit by enemy
- Ideas for beta
- Discussed Developer Documentation

### To Complete for Next Meet

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

**Daniel Re:** Fix attack animations. Player taking damage.

**Andrew Forthman:** Finish escape menu. Update controls menu. Complete HUD following player taking damage.

**Christian Wilson:** Work on level 3 for beta includes creation of map and all interacting scripts.