

Mostly BS, Totally BA Minutes 4/13

### Completed Last Week

#### **Arody Deleon:**

- Added level 2 scripts
- Finished enemy mechanics for level 3
- Beta video

#### **Daniel Re:**

- Added more health potions
- Setup landing page
- Balance changes

#### **Andrew Forthman:**

- Updated instructions for health potions
- Worked on wiping Save / Load

#### **Christian Wilson:**

- Score increase on treasure pickup
- Created level 4
- Final boss level
- Transitions / end game

### Topics Discussed

- Finalize gameplay balance
- Created beta builds
- Finished landing page
- Posted beta
- Discussed plans for upcoming lab
- Collaboration ideas
- Plans for finalizing game

## To Complete for Next Meet

### **Arody Deleon:**

- Finish level 3 enemy mechanics
- Improving agro on level 2
- Consider improving projectiles on level 2

### **Daniel Re:**

- Scripting final boss

### **Andrew Forthman:**

- Finish save/load wipe
- Health potion inventory indicator

### **Christian Wilson:**

- Mini-map on HUD