7 pm meeting on Google Hangouts, March 13
Present: everyone

Things to do by demo:

Test and adjust how much time to answer questions/Review difficulty of questions

Do level-based gameplay. Lessons before each level. Finish level implementation by demo.

Finish implementation of pre-level lesson

Scoreboard needs to be finished

put questions on a stack: answer with an index to which question you're answering

Transition between levels (wipe enemy array, player, tack next level's lesson onto game area)

Think about how we want to make it prettier/sleeker

Finish player model/shooting

Responsibilities:

Level implementation: Will & Ken

Finish scoreboard functionality and design: Laura

Finish player model/shooting: Kaeto

Do up up pre-level lessons: Misan

Stack implementation for questions: Anyone could do this, if you finish your work early, definitely help with this

Start thinking about UX design for the game: Everyone