

### **Summarize the progress as a team with**

- **List of action items completed**
  - Movement
  - Product design specifications
- **List of action items committed to GitHub since the previous meeting**
  - Added powerups
  - Change platforms' and players' shapes
  - Built project in MacOS
  - Added product design specifications
  - Tweaked movement and inertia while in the air

### **Address the product issues based on the feedback from your colleagues, and TA**

- **Void**
  - N/A
- **Bug:**
  - Jump bug when players are rolling
- **Enhancement**
  - **Short-term**
    - Colleagues and Professor Tsao were unclear on the exact mechanics and what the finished product would look like
  - **Long-term**
    - Online multiplayer (with servers) was brought up by Professor Tsao, but is unlikely to be implemented within one semester