

### **A. Summarize the progress**

- List of action items completed
  - Movement
  - Product design specifications
- List of action items committed to GitHub since the previous meeting
  - Added power-ups
  - Change platforms' and players' shapes
  - Built project in MacOS
  - Added product design specifications
  - Tweaked movement and inertia while in the air
- Current Milestone:
  - M2
    - Finished setting up the movement and platform
    - Next week, we will be adding a backend scoreboard)
  - Target completion date: 2/29

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

- Void
  - N/A
- Bug:
  - Jump bug when players are rolling (brought up by my teammates)
- 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