Task division

Coop agreement

Start collision in haxe class monday

Group meeting on Wednesday about design questions and signing coop

Commenting code is important

Done friday 23

* Vasil alex and floris collision and platforming
* Floris make design decisions to be discussed wednesday
* Rodney and kevin create a floor a platform and a wall texture

Done wednesday 29

* Floris Damage system
* Alex Ability system
* Vasil Enemy + basic ai
* Rodney walking animation + sounds

(firing spell, taking damage, spell hitting something, jumping, landing, walking, passive enemy sound.)

* Kevin jumping animation + enemy texture

Design questions:

How does the ability system work + Make sure it's modular

Do you click an ability and then aim with mouse or some other way.

What should controls be?

Platform through bottom

Control Jump mid air or not

Player range: what should the range of engagement be, close up far away or maybe both?

Enemy Style: dark souls vs mario style enemies

How far and how high should jumps be: half the characters height

music style: Electronic versus instrumental. Chiptune or more dark/serious

Sound style: Same question

Player scale versus tiles and objects and tile size