Scrums History Report

10/24

Yesterday’s Report

1. Theme Decided: Post-Apocalyptic
2. General Roles
   1. Saira - Lead Artist
   2. Isaac - Coder
   3. Nick - Level Design
3. Camera Angle: 3/4 Quarters View

New Ideas

1. Monster Ideas
   1. Deformed/Mutated Humanoid
   2. Claw Monster Design by Saira
   3. Mutated Mole Rats

Today’s Assignments

1. Isaac - Main Menu Script, Import Scripts
2. Nick - Level 1 Design
3. Saira - Main Menu Art

Roadblocks/Challenges

None

Completed Tasks

10/25

Yesterday’s Report

1. Nick: HUD and the Pause
2. Isaac: Importing Scripts and the Basics of the Main Menu
3. Saira: Main Menu Art, Started Tile Map

New Ideas

Today’s Assignments

1. Saira: Tile Map
2. Nick: Finish Main Menu, Making Prefabs
3. Isaac: Pathfinder Script

Challenges and Roadblocks

1. (Nick) Working on level design without tile map

10/28

Last Week’s Report

1. HUD, Pause Menu, Design Fonts, Level 1 Base Design
2. Main Menu Art, Character Art Start, Tilemaps
3. Imported Scripts, Main Menu Script, Started Pathfinding Script

Today’s Assignments

1. Nick, Level 1 Design, Level 2 Base Design
2. Saira, Character Art
3. Isaac, Pathfinding Script, Level Timer Script

Challenges

1. None

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Yesterday’s Report

1. Saira, Main Character Art, Started first enemy
2. Isaac, Pathfinding Script, Level Timer Script
3. Nick, Level 1 Design, Level 2 Base Design, Art for Bullet

Today’s Assignment

1. Saira, Finishing First Enemy
2. Nick, Finish Level Design
3. Isaac, Music Script, Spawn Enemies Script

Challenges

1. Merge Errors

New Ideas

10/31

Yesterday’s report

1. Saira, Saira Finished two enemies.
2. Nick, Base Level Designs are Done
3. Isaac, Pathfinding Script, Level Timer Script

Today’s Assignment

1. Saira, Enemy Designs and Animations
2. Nick, Enemy Placement, And Music Design
3. Isaac, Shoot/Reload Script and Enemy Spawn Script

11/1

Yesterday’s Report

1. Finished putting colliders on levels, Fixed shoot animation(Nick)
2. Finished the Boss Minions(Saira)
3. Worked on the Shoot Script, and then began the Enemy Spawn Script(Isaac)

Today’s Assignment

1. Win Scene, Enemy Placement
2. Boss Enemy
3. Enemy Spawner Script