Twelfth Meeting Questions

State of Project: Game now uses the segments and changes each boss’ length to match the current segment. Each type of segment has a specific boss based off of the seed.

Also predicts the chorus using the highest intensity which is given through the SettingFile txt. Doubles score and spawns waves of minions.

Seem to have fixed the weird shooting bug where the game would sometimes stop shooting. Need to keep an eye on this

Dissertation: Not moved into the template yet/formatted it. Still generally just a bunch of ideas. Is this okay for the draft chapters?

Hasn’t been proof read, does it need to be?

Need to figure out where I want to write some stuff like plugins and how I want to write them.

Currently only at ~1300 words. Will be more.

Need to do balancing and polish for better UX and stability

Probably looking for a next Friday or following Monday first wave testing. How many roughly? 3-5? If I can get them

How much will I need top tidy up code? Do I ened to remove legacy code? Scare just incase there is a dependency that I end up breaking. How should I label My code in the project?