Ninth Meeting Questions

State of Project:

Converted a lot of the project to shoot with beat cooldowns instead of timers. Still need to put it into its own object/script to make code tidier and need to go through the rest of the spell cards. This would also speed up implementation as this could be a script that controls loading in and calculating beats/segments etc.

Falling behind?

Still unsure about using bosses and AI for chorus and how to segment them

Scoring system still unimplemented.

Need to fix the UI to remove the previous stuff.

May need to use some of my “extra” time here. But the better I setup the game the easier it will be to merge.

Small section added to dissertation about implementation of game. Not sure to write but need to use other projects as a baseline, its currently just notes.

Thinking of doing scoring first then Segment stuff to give me more time to descide

Some spellcards seem weird to implement into beats and im not sure if I can use them.