Project Log #7

February 14th, 2022

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C	Now that we've planned up to the Beta release, the main thing we need to work on is polish and fix any bugs in our code. Right now the character movement, coin collection, and item spawning all work as intended; however enemy AI was an unforeseen challenge that we still need to work on.
Maddox P	For now, the current plan to work on for the game are: ● Polish up enemy ● Guarantee door spawns ● Make player spawn at entrance ● Make exit functional (and rely on coins) ● Make sure all door are accessible when they spawn ● Integrate a menu ● Integrate arcade controls

What are the risks to address for successful project completion?

● The main risk right now (since we have the main WFC Algorithm completed), is the scope of the project and making sure we have a priority of goals that we intend to complete. It can be easy to get lost in trying to make everything perfect, so knowing what we are going to use our time on is important.

How can we address them?

● We can ensure we are on the same page by keeping steady communication and typing out the list of goals we plan to complete so no one veers off course.