

# Project Log #5

February 7th, 2022

## Game Design and Animation II

### What have we completed? What is left to complete?

Name	Status Update
Jasmine C	Now that everything is complete (logic wise and basic rules wise) we can start expanding on what we already have. I created tiles in Aseprite to make the whole tiles system more visually readable (for us humans). The next steps will be to refine the rules so that they actually create fun levels.
Maddox P	Tiles, their implementation, the tile info debugger, and a working demo are all complete. Next, we will focus on upgrading the generation to be more custom and modular, as well as cleaning up the code in general. One focus of this will be weighted randoms for each tile.

### What are the risks to address for successful project completion?

- The main risk right now are the unknowns. I'm unsure as to how difficult it will be to create refined rules, and since we've never done something like this before we might run into unforeseen issues.

### How can we address them?

- We have to make sure we stay grounded and don't jump ignorantly into the unknown. Before starting hard code we should plan out what the functions/rules should do so we can efficiently create an algorithm.

<https://prod.liveshare.vsengsaas.visualstudio.com/join?4BB3F55F0887B4C53F406BD6B87B5C7E3385>