

Project Log #8

February 16th, 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: <ul style="list-style-type: none">● Polish up enemy● Door spacing● Guarantee door spawns● Make sure all door are accessible when they spawn● Integrate arcade controls● Sprites

What are the risks to address for successful project completion?

- The main risk right now is currently the complexity of the extra little rules in the level generation.

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.
- In addition, we will address each thing one at a time so that we can make reasonable progress on the list.