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|---------------------------|---|---|--|--|------------------------------------|--|
| 6/9/2015 | Nathaniel | Jack | Corey | Milton | Kevin | ToDo |
| Things we are working on | | | | | | Update UI (only editor, message boxes) |
| | | Helped with maze children following after minigame | Get rid of gap between curtains | Maze mechanics: | Fix object collisions | Editor allows object selection |
| | | Helped with collision | Add button and text bubble when curtains stop | | implement collisionWithObjectWin | Button Click Sounds |
| | | | | | | collision with other objects |
| Problems | | | | | | |
| | Legacy code for the conditions, but all is well now | children follow, but only in straight lines, and they snap to new locations | When delay happens, there is a small gap in curtains | | | Flesh out options screen |
| | | | | | | on create sounds |
| | | | | | | on destroy sounds |
| | | | | | | Screen Transitions(quicker) |
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| What we have accomplished | | | | | | Final Requirements |
| | Levels now have a timing variable, the clock resets to the var | Helped with maze children following after minigame | Curtains move faster | Children drawn as sprites on top of maze | Collisions are presentable | Priority |
| | The crash when you lose feature is no longer implemented | Helped with collision | Curtains pause | children follow user around | Implemented collisionWithObjectWin | Finish one maze (bground, texture loading file |
| | Levels use there given win/lose conditions | | Company logo splash screen | | | Company logo splash screen |
| | When a packet completes, return to maze | | | | | Working gameplay flow (kids follow, win/lose games, return to center |
| | An object can now spawn from a timer, but the listener isnt working | | | | | Faster curtains with fact text bubble |
| | | | | | | |
| | | | | | | Afterwards |
| | | | | | | Remove unused code, debug code, fix as ma warnings as possible |
| | | | | | | Editor functionality/UI work |
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