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Winter Break Goals + Homework for everyone! :)

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**Joey Shepard**

to skawafuc, Daniel, me

So guys,

When we return I would like to have unit veterancy in (that means server and client focus. Steven other tasks are getting the combat log to display helpful messages, so on the side next to its info.

Jordan I need you to identify what animations each unit will need and break up the direction. Familiarize yourself with creating animation states and switching between

I'm going to get the GUI looking nice on the other screens, like the login screen. If you the login screen let me know, though I think its fine to use it on every scene.

Homework:

<http://www.gdcvault.com/play/1015541/How-I-Got-My-Mom>

I really liked this video.

Watch the video (50 min) and take mental (or real!) notes about how we can make it look like a tutorial...

If you are interested in another design video (Hearthstone related) ... [http://www.gdcpieces of Hearthstone design wisdom.php](http://www.gdcpiecesofhearthstone.com/pieces_of_Hearthstone_design_wisdom.php)

Happy Holidays!

Guardian out,
Joey