

8.05.20

6:30pm

Meeting 16

Introducing osama to miroboard and the design and development practices of the team.

We will also take some time today to introduce osama to the unity project and how to use the various systems to create levels.

fixing the implementation of the timed block door
spikes & unity issues

one way platform implementation implementation pending

The Screen Size and level size

Screen size = 11.25

half of this is one unit of the level

Bouncing wall (we need it but its buggy)

slow down gem → teleportation (next spring)

Arrow trap

Loop discussed → go ahead implementation (functional)

Recall animation