Breaking Greg

Feedback notes:

**Sprint 1:**

* Focus on core game loop
* Getting level to level transition working
* Getting character models in and working with animations

**Sprint2:**

* Generation of levels needs to go
* Artist specifically made levels
* Getting all our NPC’s in @ working properly
* Getting all core game mechanics in
* VFX needed to go in
* 2D UI needed to go in
* Camera POV needs updating
* Levels of destruction
* Rage bar time to reactivate from top

**Sprint3:**

* Getting 5 levels polished
* Bringing main menu up to speed with other assets
* Difficulty level to level
* Telephone NPC’s need refining
* Telegraphing of attacks more on buff guys
* Transparent walls fix
* Main menu music needed to be added