

Mostly BS, Totally BA Minutes 4/27  
Completed Last Week

**Arody Deleon:**

- Finalized level 3 enemies/boss
- Scripted final boss

**Daniel Re:**

- Ranged attack implemented
- Added arrows to map, and counter

**Andrew Forthman:**

- Made final video
- Fixed Sound Bug
- Fixed Main Menu bug w/ Christian

**Christian Wilson:**

- Added music credits
- Fixed Main Menu bug w/ Andrew
- update how interaction text appears
- Implemented variable score  
increases based on enemy difficulty

Topics Discussed

- Made builds for final release
- Made final release
- Updated Landing Page

- Discussed final video

#### To Complete for Next Meet

There is no next meeting.

We will all be spending next week monitoring out repository for bug reports.