Picture Perfect Games

Memo

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| To: | Design Team |
| From: | The Rest of Us |
| Date: | 14/12/2017 |
| Re: | Design Schedule |

I will try and write these whenever possible, however if I cant do a weekly one then please check the Asana. Stage 1:

Christian: World

* Test world which will be used later in the game, however this is to be given to toby to do the testing as much as he can. Remember each item is to be separate.
* On completion. Please begin from the start level, the info of which is in the previous word document. Creativity wise, this is the biggest there probably is, I trust that you will create something spectacular.

Jack:

* Player Sprite
  + We need a player whether it be the final player we use or not, but a player none the less which has all the directional inputs and frames for walking so that they can be given to toby to work on
* Items:
  + This is the next task, Since we don’t know how fast you work (note, we aren’t under any time regulations, school comes first ALWAYS) If you have time however, the next stage is to build some objects that are destroyable or collectable in each level.

Well done guys, doing great. Put people like me to shame for not bringing much to the table 😊