* Discuss as a team and takes notes in a new Playtest Plan document in your repo:
  1. What did you learn from *each* prototype?
  2. How does that change/clarify/refine your design?
  3. Describe the *playable experience* you are going to deliver in two weeks
  4. Plan: who's working on what, how are you coordinating

The game bar will be updated removing the inspect button and instead putting in game dialogue. “You defeated this enemy”, “Critical Hit”, stuff like that. Helps clarify what the player is obtaining in the game or what the player is doing. For instance, collecting a weapon item the dialogue box will spit out that the player has obtained a weapon that could be used in battle.

The selection of one of the four actions should have a confirmation, to remove accidental action from the player. Removing accidental action will help refine combat in game.

In enemy engagement, we want to add the option to engage battle with enemies walking in their line of sight. Helps refine exploration and combat engagement.

The player will be able to roam around a level and interact with NPCs and items. Player has two options of engaging with NPCs enemies of either interacting with them or being in their line of sight. Battle commencement the player's first turn will depend on if they interacted or were in enemy line of sight. Combat is deciding between four actions that could be changed before battle with the bag button of what the player may have obtained when roaming.

Coordinating through discord, Jared will be working on the level design, Salvador will be working on the dialogue box on the game bar, and Ramiro will be working on action confirmation in battle.