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| Weekly Manager: | Connor |
| Date: | 22/03/17 |
| Attendees: | Connor, Heather, Henry |

The group discussed last weeks tasks and we asked Chris to take a look at using a layer mask to make the foreground scoring work properly (as it was otherwise colouring the wave incorrectly)

Other topics of conversation included changing the ball explosion to an animation, rather than separate gameobjects, and creating a visual effect when the player uses their “kick” button.

We will meet on Monday at 4 in the labs to discuss playtesting feedback and go over the presentation.

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| Name: | Assigned time | Task | Due date (if any) |
| Connor | 1h | Set the wave to have a 50/50 chance to move towards one way or the other at the beginning of the scene |  |
|  | 1h | Set up layer mask to move correctly and smoothly when a player scores a goal |  |
|  | 1h | Have characters warp back to their original positions if they glitch through the wave |  |
|  | 30m | Put the kick on the other player |  |
|  | 3h | Playtesting |  |
| Heather | 1h | Put ball explosion in the game |  |
|  | 1h | Put kick (forcefield) animation into the game |  |
|  | 1h | Presentation |  |
|  | 30m | Eyes in the foreground that follow the ball |  |
|  | 2h 30m | Playtesting |  |
| Henry | 2h | Iterate ball explosion spritesheet |  |
|  | 2h | Create a forcefield effect to show when the player is kicking the ball |  |
|  | 2h | Playtesting |  |