Minutes 16/04/18

Present: Courtney, Tom, Heather

Absent: Lewis

Quick 10 min refresh on game status. The game is greyboxed, and the flow of it when played is engaging for players, if a little short. So we have decided to proceed as we are with the level, and polish from here.

From here we need to:

* Create assets for laser receiver node.
* Create door assets. With animation.
* Create feather assets.
* Destructible to look like an actual cobweb/ have the animation smoothed out. Stop bug where you can burn it multiple times.
* Player controller for puzzles smoothed out.
* Laser output model.
* Mirror model.
* Create the level.

-add more waypoints to moving platform

-switch laser puzzle to give rewards on completion.

-puzzle room iterations (?).

Next Meeting: Friday at 8pm