AGENDA

* Jira and how it works (log hours, leave comments, place in “in progress”)
* GitHub (https://github.com/UoSGroupProjects1819)
* Everyone’s abilities (Scale the project)
* Collective understanding of the Game Jam
* Review of work
* Our Aim and tasks

HORROR KID SPRAY FLAME BOI

-Enemy invisible, causes sounds in puddles and can be sprayed with spray can.

-Game starts with a spray can tutorial and is interrupted by a cutscene with enemy. See splashing water, kid sprays can on enemy to make it visible, water splashes the enemy and it is invisible again.

-Spray can with lighter causes massive flame thrower.

-Got assets

-How to make the enemy invisible, but then visible with spray or blood stains.

-working spray can

-find exit \*for now giant door, find key\*

-Program AI

-Startle enemy

-kill enemy

-Sound needs to effect AI in both its locations and finding the players

-crafting/ wielding

-Pixel disturbance

-cutscene / tutorial

-spray cans runs out.

-last of us sound distractions. Spray cans work for this

-inventory system

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\*wish list\*

-different colour flames

-spray paint doors \*potential exit\*

- enemy will search to be a clean boi again

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