Welcome!

We'll give everyone a few minutes to filter in! While we wait go ahead and:

- Random topics
  - UMICH game... oof
  - Any fun halloween events??

Announcements

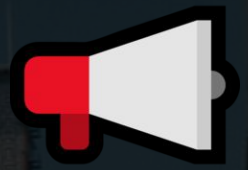
- 4 weeks left!!
- Ppl coming in late + not being able to stay the whole time

Attendance!!

AGENDA

- ➔ Peer Evals feedback
- ➔ Presentation Updates

Peer Evals Feedback



- ➔ People enjoying studio overall yay!

Production

- ➔ Want more structure
- ➔ Want actual deadlines

R&D

- ➔ Sounds like yall are good overall by the feedback
- ➔ Will talk with individual groups later

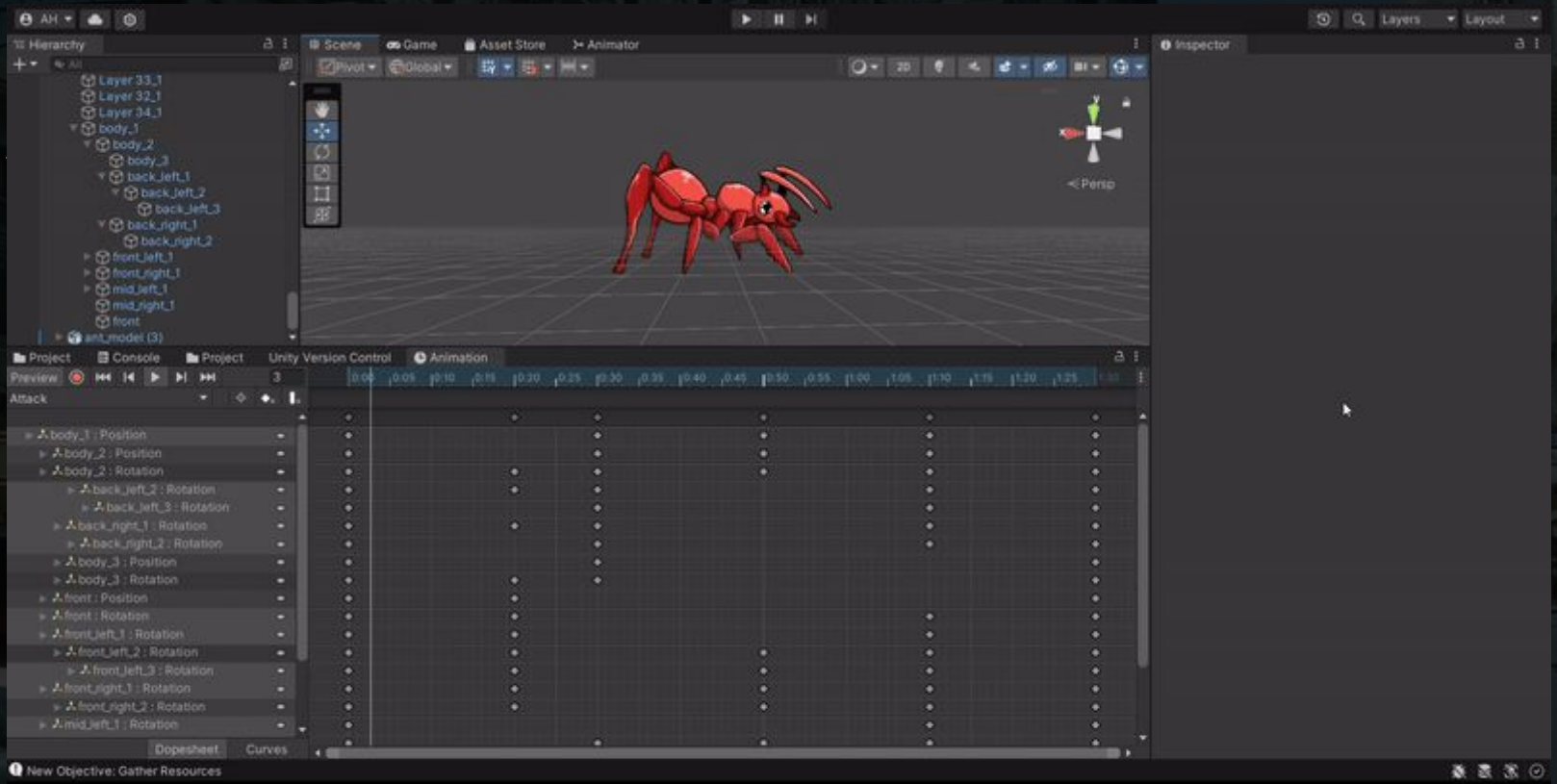
R&D Presentations

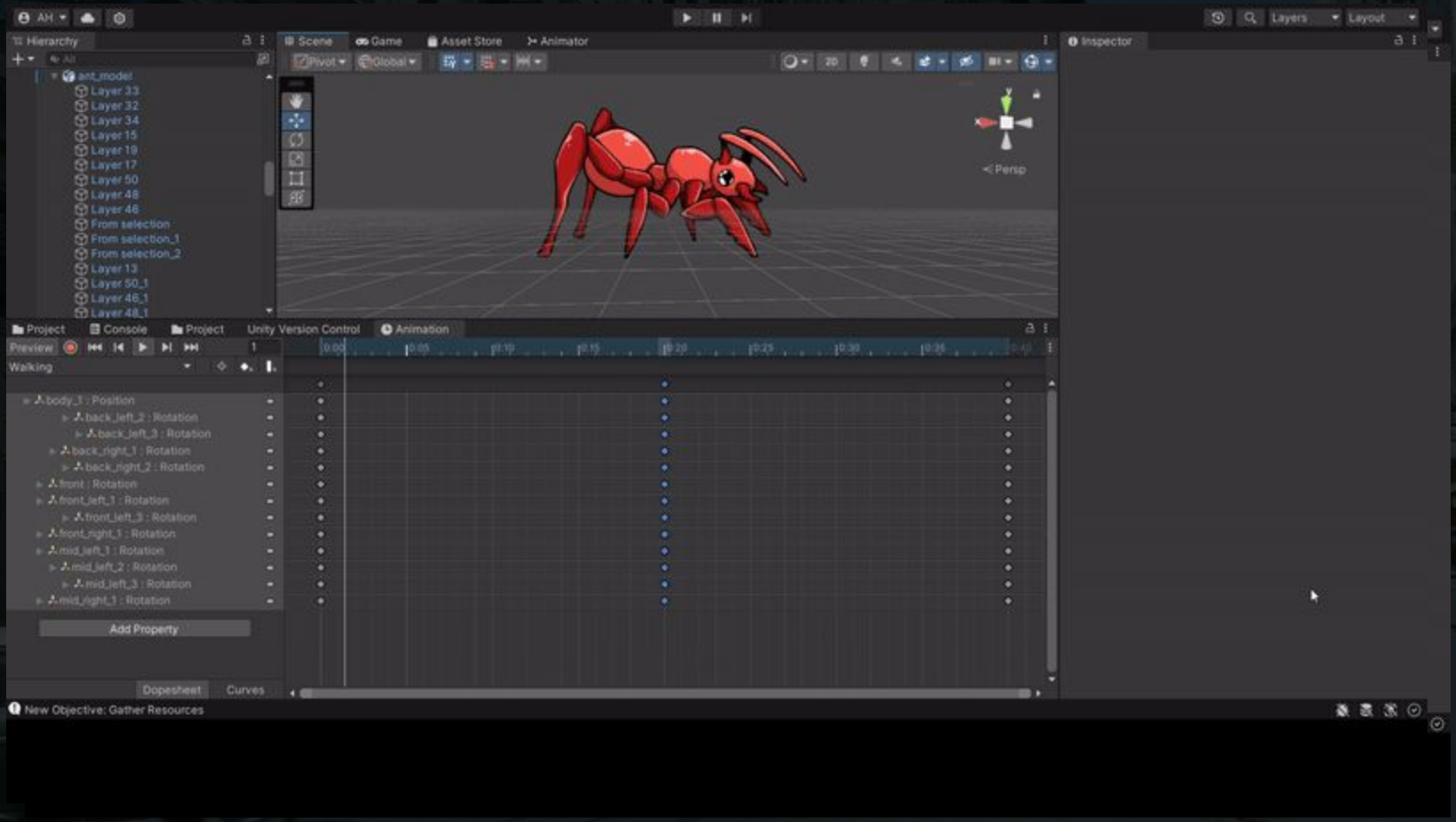
➔ 10 mins, hard stop.

Production

- Animations
- Implementation!!

Animations


Hierarchy
Scene
Game
Asset Store
Animator
Inspector
Persp
Project
Console
Project
Unity Version Control
Animation
Preview
Attack
Dopesheet
Curves
New Objective: Gather Resources


Hierarchy
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Inspector
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Project
Console
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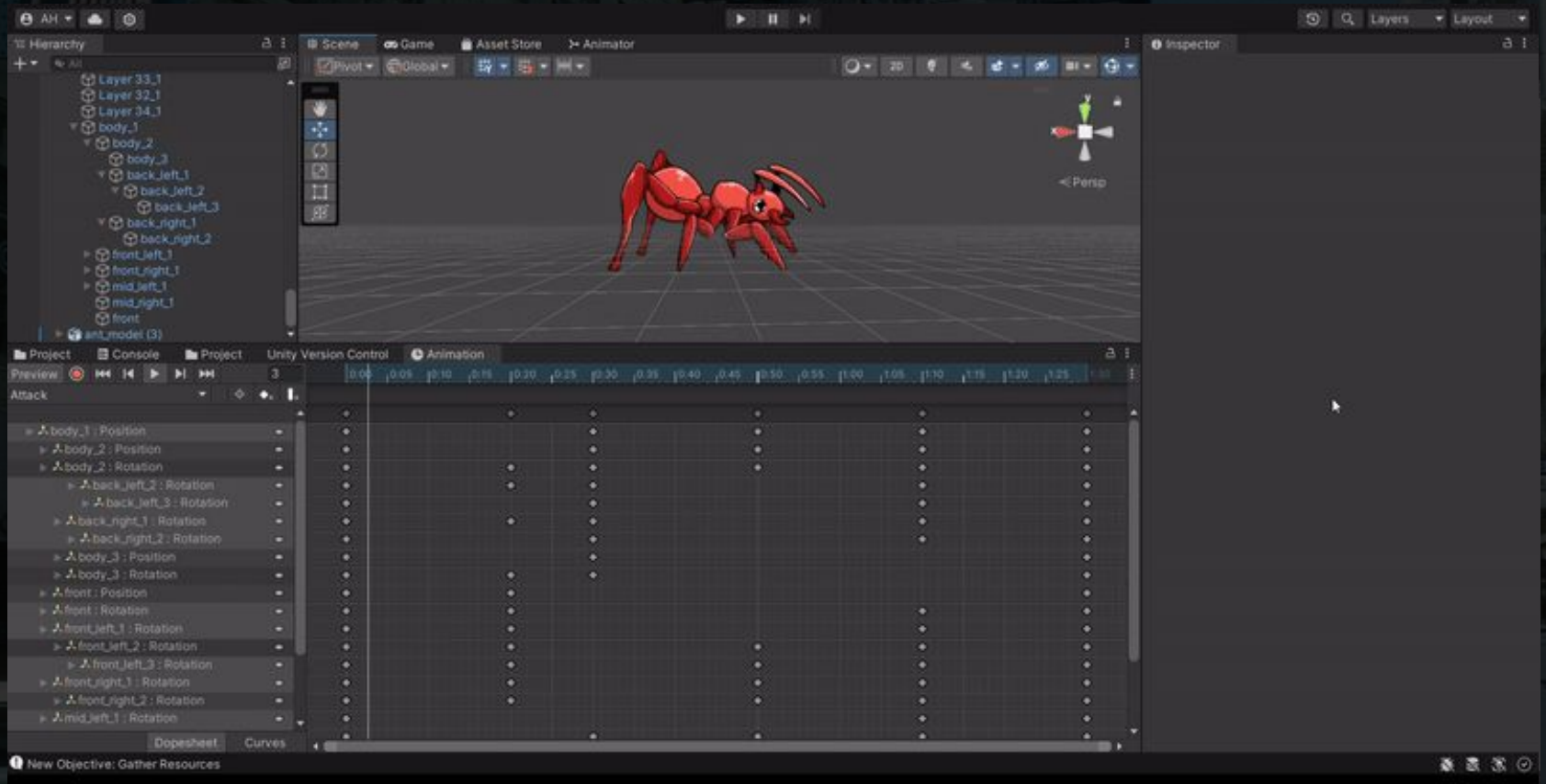
Unity Version Control
Animation
Preview
Walking
Add Property
Dopesheet
Curves
New Objective: Gather Resources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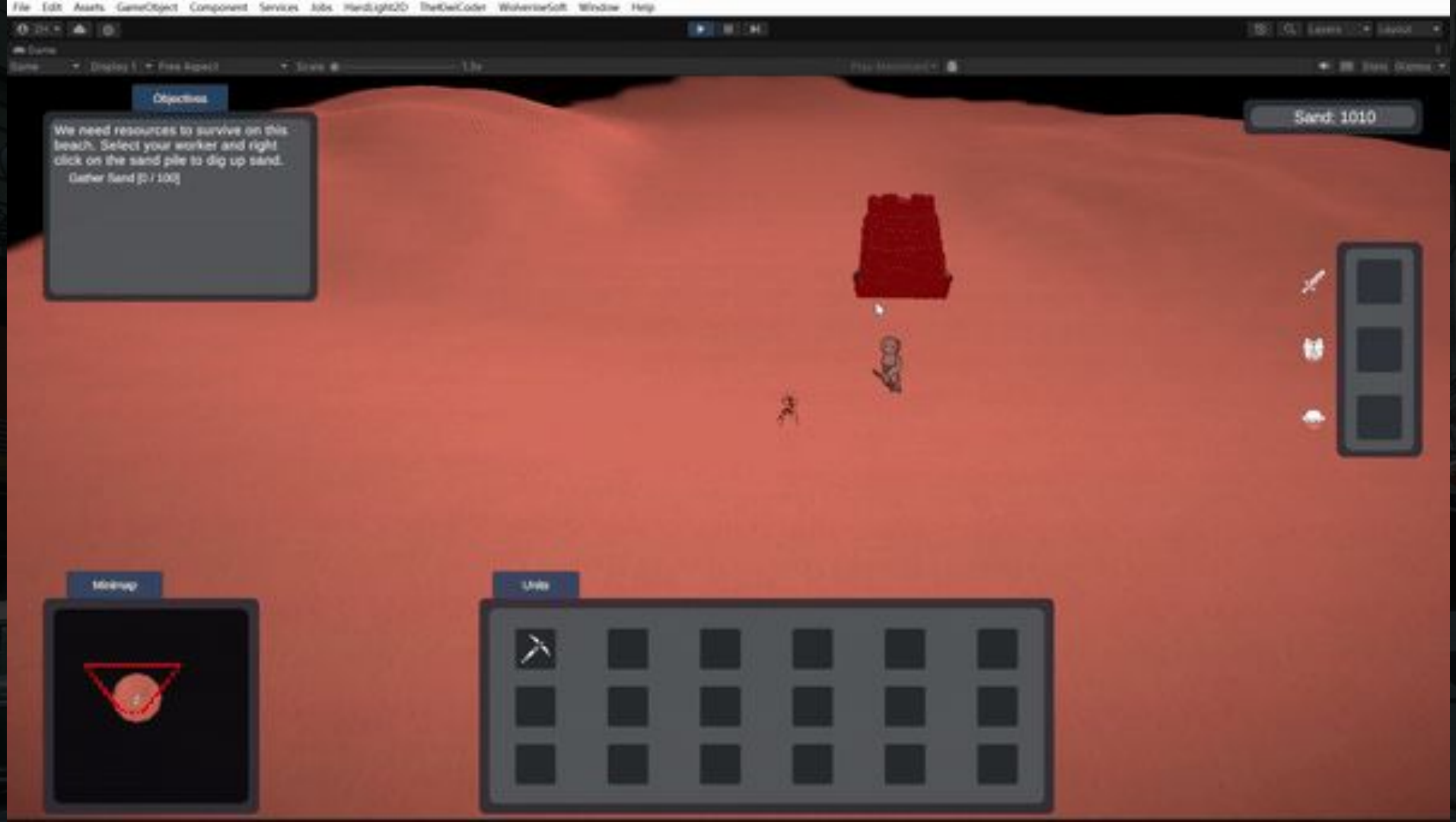
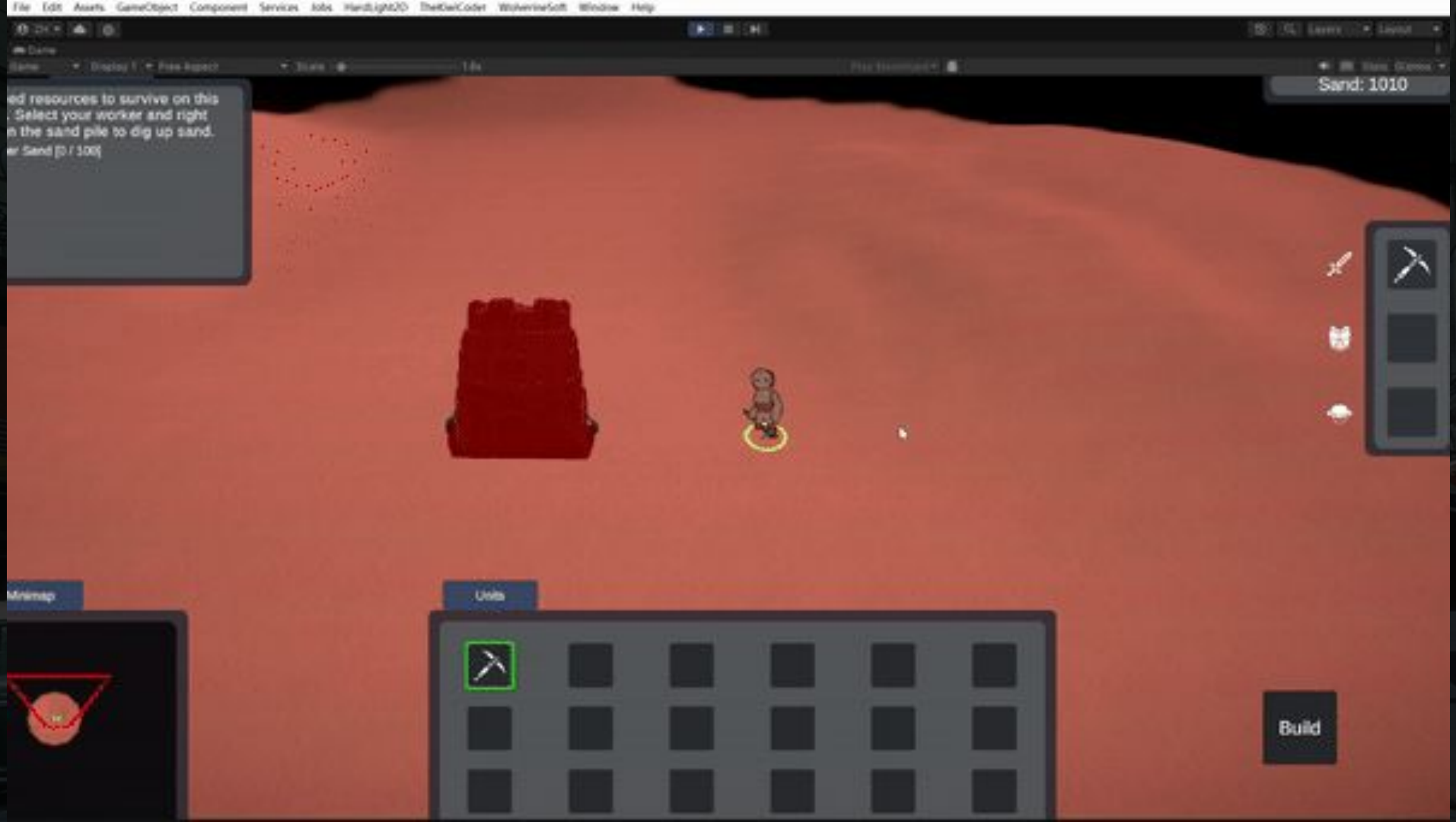
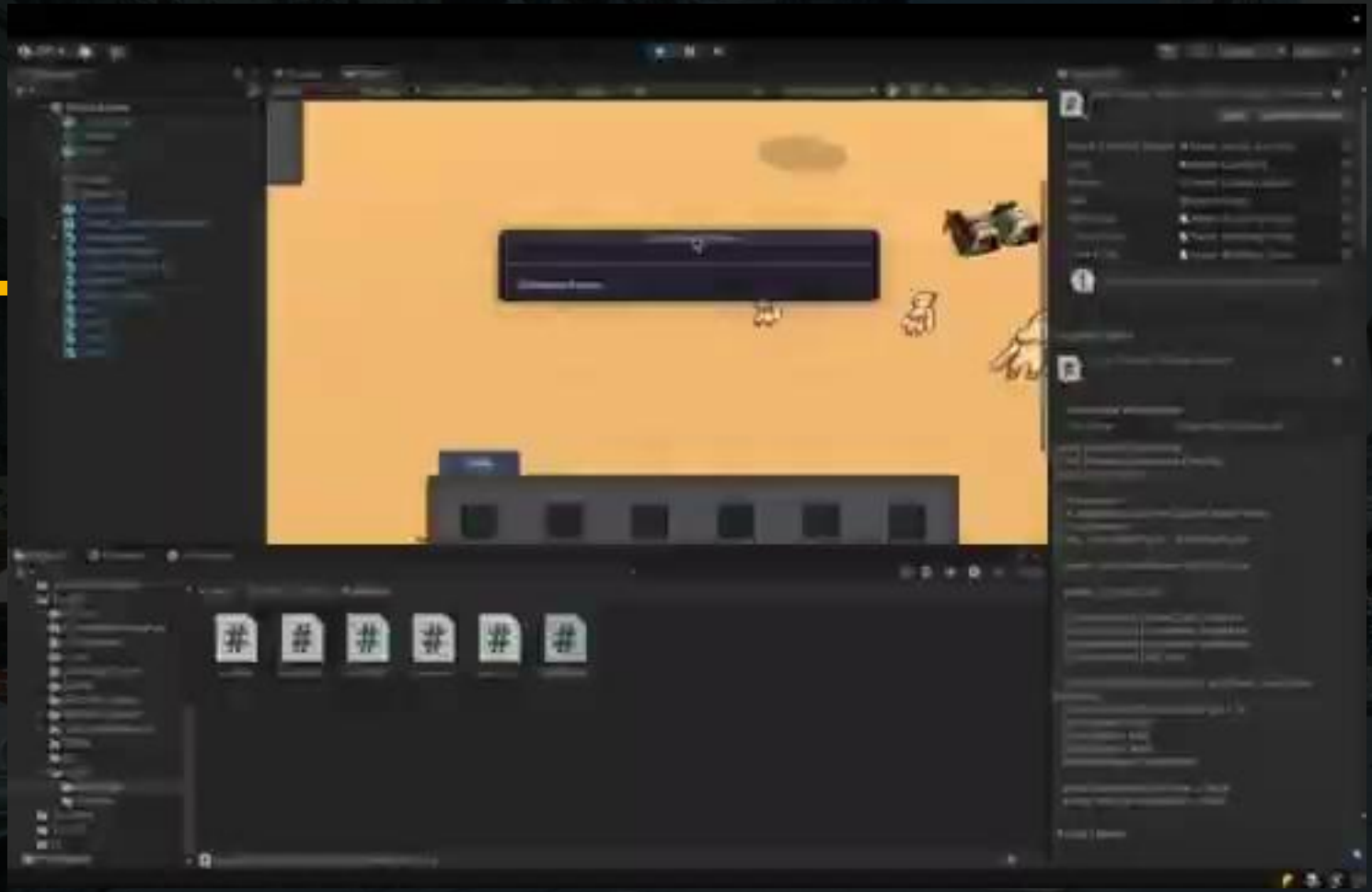
New Objective: Gather Resources


Objectives
We need resources to survive on this beach. Select your worker and right click on the sand pile to dig up sand.
Gather Sand [0 / 100]
Sand: 1010
Minimap
Units


ed resources to survive on this
. Select your worker and right
n the sand pile to dig up sand.
er Sand [0 / 100]
Sand: 1010
Minimap
Units
Build

Walls

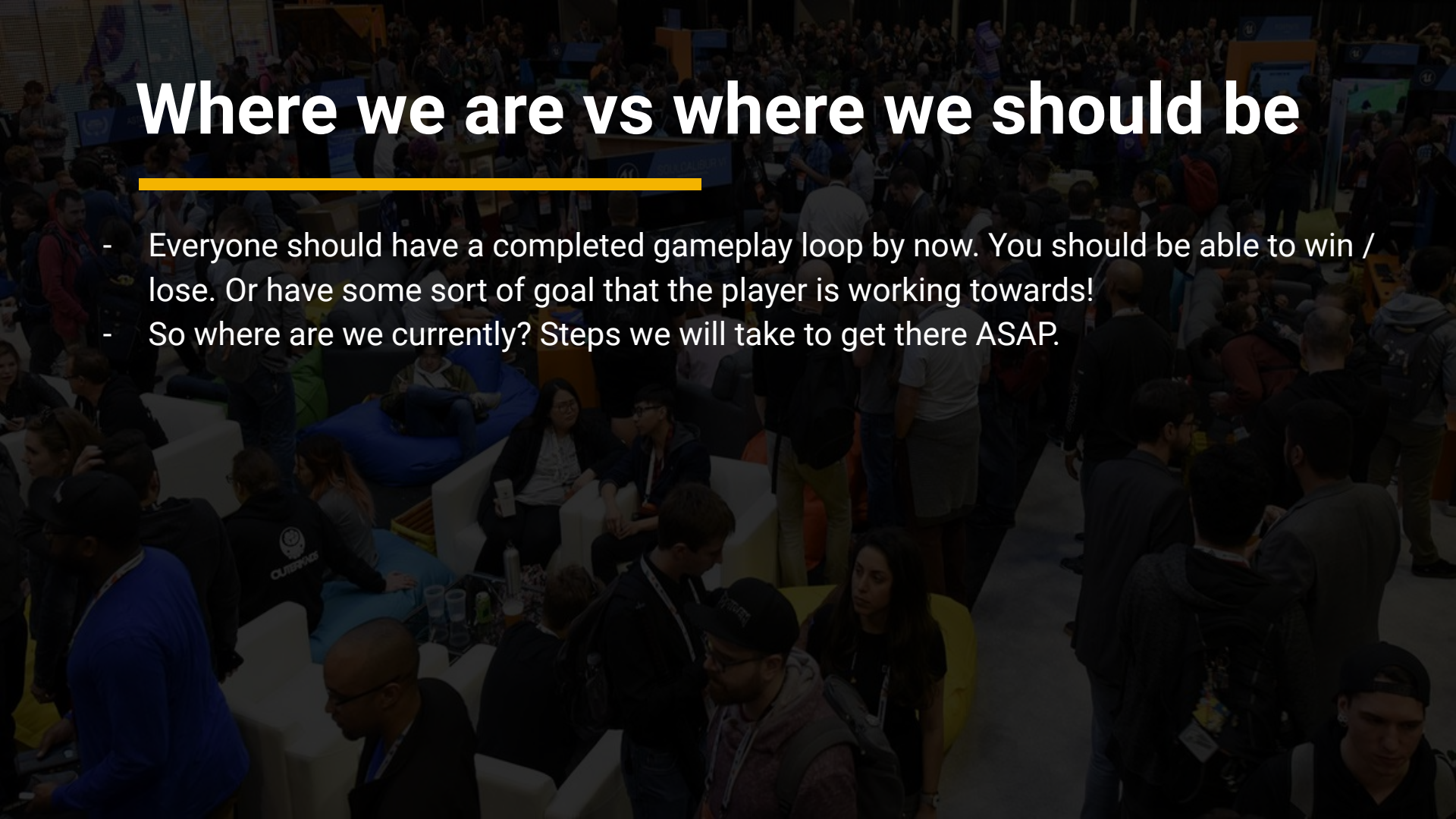


Aggression modes

Objectives
Description
Sand: 940
0:58 until night
Minimap
Units
A
HG
HF

Where we are vs where we should be

- Everyone should have a completed gameplay loop by now. You should be able to win / lose. Or have some sort of goal that the player is working towards!
- So where are we currently? Steps we will take to get there ASAP.



DO YOU HAVE ANY QUESTIONS?!?!?!

Work time!!!

Unity Hub
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