# October 29, 2014

## Discussion Points

* Adriano gave a quick demonstration of his progress with the pygame implementation of the game.
  + Adriano discussed some minor issues with keyboard movement (for example, moving right then up quickly won’t quite work as intended).
  + Adriano briefly went over the overall structure of his code.
* Steven and Adriano decided that the platform for the game would be pygame and not Torque 2D, since Adriano seems to have made more progress with learning how it works.
* Steven discussed how we could expand on what Adriano has done so far, and cited the minigame Animal Crossing: Sweet Day as inspiration.
  + [YouTube gameplay video.](https://www.youtube.com/watch?v=OlaKJs9AsIw)
  + [Wikia link.](http://animalcrossing.wikia.com/wiki/Animal_Crossing:_Sweet_Day)

## Current Items

* Adriano will work on removing the grid and transitioning from arrow key movement to mouse clicking movement (at any angle).
* Steven will work on getting used to the Python implementation and will work towards implementing a moving camera with larger maps.

## Future Items

* We want to be able to throw acorns (charged up by right clicking).
* We want to implement very simple enemy AI (pacing back and forth).
* When an acorn hits an enemy, acorns should scatter (like Sonic?).