Hey you Douchebags

This is what I need for you to do.

1) finish the cursor sprites

2) add a function in donglecontroller that creates a circle and any minion within the circle starts following the player

PSUEDO CODE

DongleLocation.

if(callbutton is pressed){

startcoroutine(grow)

}

float chargetime

ienumerator grow(){

float timestuff;

while(callbuttonispressed){

yield return wait for new seconds .25

chargetime + .25

(update circle)

if(callbutton is not pressed)

brea;

}

close circle stop

}

find tagged "Minions"

if they are not in the current set of mininos use gamecontroller.instance.TryAddMinion(transform Minion)

3) make a button that removes minions from teh current group and sets them to wait. //pretty self explanitory

4) finish the sun bullshit

you can use two gameobjects and edit their local rotations only one at a time to do a cool realistic sun movement.

but you should probs just focus on implementing the current code.

5) sound assets

idfk

6) find stuff to put in our world

look online for rocks and objects we can toss in the world. a wooden wall would be great.

Also we are going to need some stuff for a UI

Currently we have four kinds of fruits

Pokeballs are fruits don’t say they aren’t shuddup jared

UI stuff

-- current number of minions in scene

--current number of minions in party

--sun dial

--rorb https://41.media.tumblr.com/c190583d7d5e06116635f9f25461db04/tumblr\_inline\_ns49vkTvt91qe6i9y\_540.png

--idk other stuff

--pause menu