Department Meeting

## Friday, January 12, 2018 (2:00pm to 2:30pm)

**People Attended: Peter, Ethan, Chris, Yannick**

Discussion:

First matter of business, thank you Peter fixing collision, adding parallax mapping, and adding music. -\_-

Yannick has implemented spritesheets and animation is working, only have designate the “A”key and “D” key to the animation of left and right. Ethan worked on the base event system and overhauling mob, player, enemy, and gravity classes. Chris made 6 tile texture, currently working on enemy stats and tutorial design and script. For the first step of the shop cycle, we must go back to everything we’ve and get it properly documented, cleaned, restructed, and working. These are our new things to work on for each of us:

* Chris – Crash Reports
* Ethan – Events
* Peter – Cutscene
* Yannick – Loading in Mobs