Team 20

20/20 Entertainment

Daily stand up findings document

In this daily standup we all discussed the large amount of work we’ve done since the last in person standup that we had. We learned that Andres is hard at work developing the graphics for the animations in the game, specifically he’s got Harambe’s movement down and is now trying to optimize and smooth out his animation with better, smoother graphics for transitions. He will be in close work and communication with Souneth, who is working on implementing the animation in the game, throughout the next couple weeks so that we can get a smooth looking main character movement.

Souneth has been working on the animations for the game. His code has implemented the graphics that Andres has given us and also the movement of the character. He has implemented a double jump feature as well. He will be working on smoothing out the animations of the character and implementing the animations of the obstacles next.

Ross has been supporting Souneth with the animations so that we can smoothly edit and update the animations with two pairs of eyes on it. He has also been familiarizing himself with the code for the endless level generation so that Cory will have some extra support with that. He will also be able to review and test our code better this way. He has also been doing research for and will be working on implementing the character customization with accessories.

Keegan has been working on the database side of things to add our leader board into the game and have a remote server keeping up to date track of the scoreboard. He has been learning how to manipulate and implement this leaderboard. So far he has created the server with the database with data in it and will now start working on injecting that into the game so that a player can access it.

Ashna has been working on the different scenes or pages that the player will interact with. She has created our start page with buttons that then link to the game, the settings page, and the leaderboard page. She will continue to work on this linking, especially to the leaderboard.

Cory has been working on the endless level generation by creating different biomes that will link together via a cave system on the start and end of each new biome. The script will then choose one of these prefab’ed biomes at random to generate when the character starts to run out of room. He will continue to work on creating new biomes and also the random endless generation of obstacles and bananas.