**Team Name: Global Tigers**

**Team member: Karina Pizzaro**

**Feedback Author: Alissa Martini**

Objective:

* Create an onboarding game app available for IOS and Android that helps international students interact and accomplish a checklist of goals. The app is suppose to track achievement progress etc.

Current work status:

+ App is in the middle stages of completion. Majority of the landscape that is representative of the UofM campus is mostly laid out

+ Characters have been made ( currently only male character) but is in the works for a female character

Testing:

( adversarial testing)

* The game is being started from scratch and will need time to fully develop
* All learning Godot as they go however its all written in common language ( python)
* Has a menu bar ( functions but pages havent been made yet)

(code Review)

* The code is clean and all functions for each individual character moments seem to be defined however theyre still working out the kinks to make it move better with the
* Front-end design looks effective and neat (has taken environment into account by adding trees, sky, and bushes by using Godot functionalities)

Notes:

* Look into character scripting API character controls ( a unity tutorial) it might help with the coding process for your characters
* Work on adding features to the bulding/completing UofM map

Questions:

1. How do you plan to implement the progress bar or rewards system for the user?
2. How will it notify the International advisors of the users completion?