“Five Guys” Team Meeting 1 – 11/6/19

ATTENDEES: Rob, Qui, Afnan, Cameron, Beau, Cole

LOCATION: Spahr Auditorium (Eaton 2)

* Discussed the list of upcoming features:
  + Clicking on “FIGHT” brings up a new “pop-up” TextSurface overlaid ON TOP of the Battle Menu Options TextSurface
    - In the new “pop-up” TextSurface, Player 1 is given four buttons for ATTACK options that are specific to each individual Progmon
      * Each ATTACK has specific stats such as Damage and Accuracy
        + ATTACKs go in each Progmon’s class file
  + Implement more Progmon to play the game as
    - Each Progmon needs their own custom sprite to display in the game
    - Each Progmon has their own class file with specific stats such as MaxHealth, CurrentHealth, Attack, Defense, Speed,