Team Report #3

6AM Games

Michael Ji, Beth Mallon, Jack Wiig

Previous Sprint

Results

- Player now has money; money is earned by destroying enemies, and spend it on buying ships
- Players have a score; it is equal to total money earned and will be used to determine progression and eventually scale difficulty
- Enemies now spawn in all lanes, lanes now open up incrementally based on score
- UI upgrade
- Boats are now selectable, and can be sold for a fraction of their purchase price
- Various bug fixes (health bars destroy correctly, collision/movement/shoot detection, restrict placement in spawn area)

Standup Meetings

- Saturday (2/20 at 3:00pm) - Planning Summary
- Sunday (2/21 at 8:00pm) - Implementation Summary

Playtesting Notes

Things to do	Things to consider	Things we won't do
Bug fixes (text not deleting, sometimes boats passing other boats)	Potentially change when the enemy ships start spawning	Spawn enemies from literally anywhere
Indication of where boats are coming from (warning/arrow)	More complex enemy movement	
Restrict placement of ships in spawning zone		
Make shooting direction more clear on sprites		
UI cleanup (buttons for boats)		

Bind rotate to a button (instead of just right click)		

Next Sprint

Goals

- Add more boat types, for both the player and as enemies
- Continue to improve the UI
- Allow player to spend money to upgrade existing boats

Assignments

- Draw more boat sprites (Jack, 1 hr)
- Upgrade menu (Michael, 1 hr)
- Boat prefabs (Beth 1 hr)
- Boat functionality 1 (Jack 2hr)
- Boat functionality 2 (Michael 2hr)
- Boat functionality 3 (Beth 2hr)