Team Report #5

6AM Games

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Previous Sprint

Results

- UI/graphical cleanup
    - Consistent styling throughout the game
    - Set fonts and sizes to be consistent and readable
    - Scroll view offset so it seems like a scroll menu
    - Logo and icon added
- Instructions update
    - Extra instructions page that describes all boats in the game and the controls
    - Rewrote some instructions to be more explicit about boat placement
- End Screen
    - Game over state finally implemented
    - Includes high score system (only for current session + several preloaded scores)
- Balance Changes
    - Lowered cost of Money defender
    - Raised starting money to $300
    - Other adjustments

Standup Meetings

- Friday (3/5 at 8:00 PM) - Feature Selection for the Week
- Sunday (3/7 at 4:00 PM) - Feature Implementation Review

Playtesting Notes

Things to do	Things to consider	Things we won't do
Fix bug on instructions screen	Sound effects	Add levels/waves
Make the scroll area more noticeable	More player feedback on being attacked	
Explicitly state instructions on where boats are allowed to		

be placed		
Unify style of menus and game		
Game over state + high score		