

Team Report #4

6AM Games

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Previous Sprint

Results

- Title Screen added
 - Includes description of game and start button
 - Instructions that explain UI elements and game information for new players
- Moved base health to side of screen and balanced it
- New Player Boats
 - Wall Defender got an updated texture
 - Ranged Defender, which shoots a far away 3x3 range
 - Two-Way Defender, which shoots on two of its 4 sides
 - Piercing Defender, which shoots bullets that go through multiple enemies
 - Money Defender, which generates passive income that the player can collect
- New Enemy Boats
 - Fast Attacker, which moves quicker than normal boats
 - Tank Attacker, which has a lot of health
 - Multi Attacker, which shoots on 3 sides (forward, left, backward)

Standup Meetings

- Friday (2/26 at 8:00 PM) - Feature Selection for the Week
- Sunday (2/28 at 4:00 PM) - Feature Implementation Review

Playtesting Notes

Things to do	Things to consider	Things we won't do
Highlight boats that are selected	Possibly change icons to be clearer (or add descriptions somewhere)	
Add more visible base health bar	UI fixes (making buttons more obvious)	
Make more obvious/visible that player does not have	Scaling sell value with current health	

enough money		
Add start menu/give players time before game begins	Rewrite some instructions	

Next Sprint

Goals

- UI / Menu Cleanup (buttons, sprites, etc.)
- Game Balancing
- Respond to final testing feedback
- Enemy Formations

Assignments

- Draw menu sprites (Jack, 1hr)
- Balance Tweaks (Michael, 1hr)
- Reorganize menu / polishing (Beth, 1hr)
- Enemy Formation Spawning (Michael, 2hr)
- Enemy Formation Design (Beth, 2hr)
- Enemy Formation Balancing (Jack, 2hr)