Team Report #1

6AM Games

Michael Ji, Beth Mallon, Jack Wiig

Previous Sprint

Results

- Implemented basic tile grid
- Ability to place boats
- Menu for selecting boats
- Ability to rotate boats
- Boats shoot at a standard interval in set direction

Standup Meetings

- Saturday (2/6 at 10:00 PM) - Planning Summary
- Sunday (2/7 at 8:00 PM) - Implementing Summary

Next Sprint

Goals

Our goals for this sprint are to implement enemy boats and a health system. We would like our enemies to randomly spawn and also move towards the center. We would like our ships to do damage to the enemies and the enemies to damage our boats. With a basic enemy ship, the enemies will only do damage when colliding with our boats.

Assignments

- Create enemy boat sprite: Jack, 1h
- Create enemy lanes on Tile Grid: Jack 2h
- Create enemy boat prefab, including movement behavior: Michael, 2h
- Set up spawning enemies (random direction, time interval): Beth, 1h
- Give each object health and ability to decrement health: Michael, 0.5h
- UI for current health of each object: Beth, 1h