# Team Meeting 4 Summary

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October 9th, 2019

# 1 Meeting Duration

60 Minutes

# 2 Task Assignment

Ayush - Player Scripting (powers, movement)

Daniel - Human enemies (ai, get close enough and attack, patrolling, distance from player to engage)

Samer - Cutscenes (4 cutscenes (start game, level 1 to level 2, level 2 to level 3, end game))

Luciano - Sound Management (attack, game sounds, music)

Samer and Luciano - Game State Management (each cutscene is a scene, each level is a scene, saving and loading previous games, checkpoints)

Christian - Lay out level 1 (place assets, puzzles, objects)

Samer - UI (potion bar, health bar, etc.)

Christian - Download all the assets from the assets document on discord and place into the repo

Everyone makes their own branches, push there, and eventually merge assets, ui, etc. from other branches with the level layout. Team progress presentation and working game prototype with game design document due on October 31st. (Create video of game prototype)

# 3 Boss Idea

Boss freezes time, spawns projectiles toward you, time unfreezes and you need to dodge the projectiles (puzzle idea)