LA Tech Demons / Team #5

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List of completed tasks

* Bug fixes
* Graphics
* Further implementation of special items
* Music
* Loading screens

List of future tasks (that we hope to complete in the immediate future)

* Whatever gets told to us in demos!
* MORE GRAPHICS! (Including 3D models and animations of enemies)
* Levels 3 and 4 must be seriously refined
* Bug test saving and loading (it is probably littered with bugs)

Issues

* Time is always a serious issue. I think we are finally beating the clock though.
* We are really having to prioritize what is vital to the game and what is just nice to have.
* Git merges are really becoming hideously complicated.
* Things are looking up. This game might actually be ready for launch on time!

Attendance

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | 3/21/2016 | 3/23/2016 | | 4/4/2016 | 4/19/2016 | | | 4/27/2016 | |
|  | Nick Harrington | P | P | | P | P | | | P | |
|  | Will Solito | P | P | | P | P | | | P | |
|  | Sarah Ball | P | P | | P | P | | | P | |
|  | Charles Pickett | P | P | | P | P | | | P | |
|  | Christopher Rodriguez | P | P | | P | P | | | P | |
|  | Chris Sanders | P | P | | P | P | | | P | |
|  |  |  |  | |  |  | | |  | |
| P | Present |  |  | |  |  | | |  | |
| A | Absent |  |  | |  |  | | |  | |
| E | Absent w/ excuse |  |  | |  |  | | |  | |
|  | | | |  | | |  |  | |  | |  |
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We are pretty much prepped for the demos. We do need to finish up some extra components first though. I think we are mostly on time though.