LA Tech Demons / Team #5

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List of completed tasks

* Sound Effects
* Bug fixes
* More enemies
* More items
* More buildings
* Updated some implementation with spawning

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

* Enemies throwing projectiles
* Cutscenes
* Shrinkable inventory

Issues

* Everything seems to be going well at this point.
* Only problem is balance. The game needs some tweaks to be challenging yet fun for the player.

Attendance

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | 3/21/2016 | 3/23/2016 | | 4/4/2016 | 4/19/2016 | | | 4/27/2016 | | 5/3/2016 | | 5/10/2016 |
|  | Nick Harrington | P | P | | P | P | | | P | | P | | P |
|  | Will Solito | P | P | | P | P | | | P | | P | | P |
|  | Sarah Ball | P | P | | P | P | | | P | | P | | P |
|  | Charles Pickett | P | P | | P | P | | | P | | P | | P |
|  | Christopher Rodriguez | P | P | | P | P | | | P | | P | | P |
|  | Chris Sanders | P | P | | P | P | | | P | | P | | P |
|  |  |  |  | |  |  | | |  | |  | |
| P | Present |  |  | |  |  | | |  | |
| A | Absent |  |  | |  |  | | |  | |
| E | Absent w/ excuse |  |  | |  |  | | |  | |
|  | | | |  | | |  |  | |  | |  |
|  | | | |  | | |  |  | |  | |  |

We are taking the critiques we received at demos to heart. Work is being done in all areas to make this game as complete as it can be.