Team StarCats: Status Update 03/04

Stand-up Dates:
Meeting 1: 02/26
- Decided to use movable trap instead of static trap
- Brainstormed different powerup ideas and level design

Meeting 2: 02/28
- Decided against implementing mutating enemy - not enough time for player to respond and attack

Past Sprint Results:
- Added grenade weapon to destroy enemies on screen
- Created play/pause menus, main menu, and instructions panel
- Added power ups to increase speed, health and score multiplier
- Improved transition scenes with completion indicators
- Tuned speed and frequency of enemies
- Added indicators for enemy effects
- Added controller input for menus

Next Sprint Plan:
- Create tutorial level to explain enemy types and controls **(4.5 hours)**
- Create additional levels (Level 2 flat, Level 3 radial) with increasing difficulty **(3 hours)**
- Implement ammo **(3 hours)**
- Implement sound effects and additional visual effect for collecting particles **(2.5 hours)**
- Final tuning and bug fixes **(3 hours)**

Playtesting Feedback:
To-do:
- Reduce sensitivity of controller input (complete)
- Tune weapon prices to increase difficulty/strategy (complete)
- Increase bullet firing rate (complete)
- Replace particle assets - confusion about whether to collect or avoid
- Change timer to slider

To consider:
- Move health bar position onto planet
- Show purchased weapons
- Increase bullet firing rate

Won't do:
- Radial joystick input mapping joystick to player position on-screen
- Enemies shoot at player
- Enemies with non-linear movement