

Street Artist: When aren't we available

Eleanor – Mon & Tues, Wed morning

Sam - Some Tues/Weds, 1st February – 5th February ← (can still work remotely during that time)

Adam -

Aanikka –

AIE Showcase Feedback

- Floaty jump Mario style
- New types of traps
- Possibly ledge grabbing ability (One use? Cooldown? Not balanced? Wall jumps?)

Other Feedback

- All traps randomised
- Not completely random
- Several spawn points for traps to be generated in

Prototype build

- Character models
- Character controllers

- Paint mechanic
 - 4 - player mode
 - Continuous scene - cycling
 - Background art
 - Spawn / Win / Trap locations - changeable at any point
 - Camera render plane as finish point for winner - stays on next round start
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Asset list

Programming

- Updated character controller
- Updated paint mechanic
- Random trap generation
- Cycling scene that won't break hopefully

Design

- Updated level design
- Updated trap locations
- Respawn points
- Indexing players and setting fair spawn points / goal
- Timed rounds
- Test climb up / wall jump mechanics if time permits
- Run testing sessions
- Render pictures taken from camera (ask teacher adam)
- Designing new traps and prototyping them
- Incorporating the windows into the level design
- Have characters start below windows of the nova

Art

- Character models x 4 (one model skinned different colours)
- Character anim (walk, run, idle, paint, jump, win/lose, bump into thing anim)
- Background art - Something.

- Paint splat animation / decal
- Images of traps
- Decal of Unicorn that is this year's Fringe theme / unicorn?