GOALS FOR NEXT SPRINT REPORT (DEC 3RD)

* Art
  + Make path to player more obvious, either through lighting, or a giant sign that the player can’t miss.
  + Make an alternative entrance under the fence on the straight away after the stairs in case they stray from the path.
* Narrative
* Describe what levels will look like. Give a description so that Level designers, and Arts have a clear vision.
* Marketing
* Post weekly updates on the games progress.
* Follow influential people in the game industry.
* Start thinking about trailer for next semester
* QA/Level designer
  + Make paper proto-types

<http://www.gamasutra.com/blogs/MarcoMignano/20160725/277766/Use_Paper_Prototyping_to_design_your_games.php>

* Sound
  + Brains sound with less ssssssssss after brains
  + Maybe “Well, whistle me Dixie” sound for Tom?

GOALS FOR BEGINNING OF SPRING 2019

* Art
  + Working on enemy animations
  + Implementing more objects (Bodies, cars)
* Narrative
  + World bible
* Marketing
  + Cut scene for game
* QA/Level designer
* Sound
  + Enemy sounds
  + Alternative sounds for Spud