

MEETING #3, 1.12.2021

PARTICIPANTS

1. Minh Dinh
2. Mark Heidmets
3. Niko Kemppi
4. Kerkko Konola

SUMMARY OF WORKS

Minh: created extra designs for monsters

Mark: improve button design, refactor the code

Niko: implemented gameplay (turrets, enemies, projectiles). Created some turret styles (doublegun, gun, etc.)

Kerkko: minor SFML setup tweaks

CHALLENGES

No challenges this week, outstanding!

STATUS / TO DO NEXT

Background design. Implementation of the buy menu. Improving enemy dynamics.