# Team Undecided Plan Moving Forward

## Availability

Everyone in our team is available to continue working on the project. Everyone has access to an internet connection, and a machine that will allow them to continue working on the project. Attached you will find a screenshot of our team meeting that was held on Tuesday, 3/24. Everyone was present except for Nick Dewey, as he was unable to attend. He will be available for future team meetings.

## To-Do For the Project

For the most part, our plans have not changed with the swap over to online learning. Below you will see our goals for the remainder of the project.

### Trojan

The trojan is mostly complete, just needing a few things cleaned up, to make sure that it is run when the game is started, after a small delay. Beyond that, a minor bug fix is required.

- Whitelist of File extensions for the crawler (Jarod)

### Game

The game will be the primary focus of the remainder of our project, to make sure that it is fully operational, and playable. This is important to make sure that people will actually download and play our game. Below is a list of what still needs to be done.

- Level Design (Jarod)
- Collision Detection (Aidan)
- Enemies (Nick D.)
- General Game Logic/Design (Nick D. and Aidan and Kat)
- Platforms/Walls (Nick H.)
- Twitter for Advertising, Download for Executable (Cameron)

### General

For our overall project, we still need to export the project to an executable, to make sure people can run the game when they download it, without being able to easily read the source code. There are many tools that have been identified to do this, and first we will simply aim to build an executable for a Windows machine.

- Convert to EXE (Aidan)

### Stretch Goals

To further improve our project, we have a stretch goal if time allows.

- Game: Power ups

## Assets

In addition to creating our game, we still need to find/create assets for our game to improve the look at feel of it.

- Blue Skys Cloud Background
- Hay Bale
- Trojan Soldier
- Grass/Dirt
- Wooden platforms