

Meeting 02/13/2019

Room: ESB 001

Meeting participants: Keola, Jacob, Kevin, Jacoby

Meeting goals (things everyone worked on):

- Merge all current outstanding development branches into master
- Discuss plans for upcoming DEMO
- Create continued weekly goals for each members
- Brainstormed how to deal with Ramp kinematics

What each member reported working on:

Kevin->

- Created rifle, and rocket launcher bullet.
- Fixed issue related to prefab bullet origin causing rescaling of bullet
- Continued work on bullet scripts

Keola->

- Has made great progress on health bar, and developed it to work.
- Dealt with canvas issues related to health bar updating, dealt with some changes to update() to ensure that GUI element of health bar is less processing heavy. ( no need to run every frame, instead better to only run script when necessary)
- Improved health pickup to work properly

Jacoby ->

- Fixed respawn on death,
- Established respawn point
- Created Lives Mechanic

Jacob ->

- Created Blue Ghost Monster
- Established fading mechanism for Monsters
- Improved enemy inheritance model
- Made minor changes to wolf animation transitions

