

Sidescroller Group Meeting 2/22/2019

- As a team, agreed to change the shooting and aiming mechanics
 - Weapon aiming will now follow the mouse
 - This design makes more sense as enemies are going to shoot directly at the player
 - The camera may be more zoomed out and there will be more platforms for a bigger emphasis on movement and shooting
 - Maybe introduce a double jump feature instead of having single jump and air control
- For next demo, we want a full level to be demoed
- Features to add
 - Canvas will have new features to display the current weapon selected
 - Ammo pickups
 - Ranged enemies, likely a soldier
- Next meeting will see group work on the level, as well as group efforts in tackling some of the current bugs
 - Platform ramp sliding bug
 - Jumping with existing vertical momentum bug
 - Enemy health bars on canvas are rotating and decrementing the wrong way