10 February 2019 Project Notes
Members: Kevin, Keola, Jacoby, Jacob

- Everyone update Unity to 3.4.5F1
- Everyone make their own branch and we'll meet and merge on Wednesday

What everyone has been working on
- Kevin
  - Weapon development
  - Implemented weapon switching → use the scroll wheel or '1' 2' '3'
    - Use setActive() to make the weapons appear and disappear as wanted
  - Issues:
    - Character slides down ramps when standing on them
      - Caused by "platform slippery"
        - Try making ramps not slippery
        - Could also try making edges of platforms not slippery
    - Jumping when moving up or down a ramp is increased or decreased respectively
      - Fix?: Try setting vertical momentum to 0 when space bar is hit
- Keola
  - Working on player health -> seen a lot of videos about different ways to do it. Will implement the player health today/tomorrow
  - Next: work on displaying enemy health for each enemy
  - Add the score mechanic
  - Things to consider: Add a more formal player death
- Jacob
  - New enemies, more enemies, different types
- Jacoby
  - Player respawn when fall off a map
  - Lives field = "lives" → PlatformerCharacter2d.cs
  - To do going forward → add lives to player, handle death and respawn whenever is applicable