**Nemeko**
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## Team Report #1

**Results of Last Sprint:**
- ❏ Started code base
- ❏ Created prototype of the player and its animation clips
- ❏ Implemented control inputs
- ❏ Implemented character controls, actions, and switching
- ❏ Implemented camera following
- ❏ Created animation state machine
- ❏ Created a test scene with obstacles and platforms

**Meetings:**
- ❏ We meet after class:
  - ❏ 2/5/18, 7:30 pm
  - ❏ 2/7/18, 7:30 pm

**Takeaways:**
- ❏ A lot goes into initially setting up a game for play testing, but if done thoughtfully, it should make the process of adding to and tweaking the game much smoother
- ❏ Unity is not perfect
- ❏ Github is incredibly useful, but only after you've figured out what the heck is going on

**Next Sprint:**
- ❏ Improve movement/controls based off of user feedback (3 hours)
- ❏ Add more actions/abilities (5 hours)
- ❏ Add environmental interactables/hazards, such as smashable objects,  falling objects, and pit spikes (3 hours)