Nemeko
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Team Report #3

Results of Last Sprint:
- ❏ Created a tutorial level, including having signs
- ❏ Improved UI and tweaked controls (e.g. camera control with right stick in 2 controller mode)
- ❏ Improved performance of "move object" action
- ❏ Implemented a workaround for geometrically-aligned gravity (player can move across different faces on a "planet")
- ❏ Implemented dumb goomba-like enemies that can push the player
- ❏ Refined player objectives
- ❏ Refined character design and began modeling
- ❏ Implemented checkpoints
- ❏ Implemented a teleport pad to allow the player to teleport between two points

Meetings:
- ❏ 2/19/18, 7:30pm
- ❏ 2/20/18, 5:00pm
- ❏ 2/21/18, 7:30pm
- ❏ 2/24/18, 9:00pm

Takeaways:
- ❏ RigidBodies are wonky - very unpredictable behavior :(However, the limitations of CharacterController made implementing geometrically-aligned gravity very frustrating
- ❏ Physics is hard, but getting it to work is super satisfying
- ❏ Pair programming can work very well by keeping members in the loop and problem solving together (also makes version control a little more streamlined)

Playtest Feedback:
- ❏ To do:
  - ❏ Camera control on right stick (done)
  - ❏ better textures
  - ❏ create a tutorial level (done)
- ❏ To consider:
  - ❏ reset button
  - ❏ gray out actions that cannot be performed
- ❏ Won't do:
  - ❏ Add on screen indication of what each player is pressing
  - ❏ both characters control the camera
  - ❏ Include UI that indicates when to perform certain actions,

Next Sprint: (week 5/6)
- ❏ Level design/creation and Implement bonus collectibles (4 hr)
- ❏ Polish UI/Art/Animations (e.g. character model and animations, Smashable Block textures) (5 hr)