Nemeko
Kyle Engelmann (kwe039)
Alyssa Liu (anl739)
Darren Liu (dcl718)

Team Report #2

Results of Last Sprint:
- ❏ Multiple controller support
- ❏ Prevented camera clipping through floor and other small camera tweaks
- ❏ Created environmental hazards and implemented a quick death reset
- ❏ Implemented two new player actions: break objects, move objects (including creating the respective interactable objects as well as animations for the actions)
- ❏ Brainstormed and created a comprehensive document of desired player actions, level design components, and other features

Meetings:
- ❏ (+ brainstorm) 2/13/18, 8:00 pm
- ❏ 2/14/18, 7:30 pm

Takeaways:
- ❏ The scheduling of our meeting goals and overall task division did not work as well as we would have hoped - we will aim to plan out our week sooner in advance.
- ❏ Our method of taking notes during playtesting was inefficient, and required organizing after class. Going forward we will take notes in a feedback document we created this week.
- ❏ It's (still) a pain to use git with Unity sometimes

Playtest Feedback:
- ❏ To do: Implement a way to use two different controls instead of being limited to one, make the character run even faster while sprinting, include an way to indicate which direction the character is facing, have a better way of showing players the controls
- ❏ To consider: climbing/grappling mechanics, include functionalities for the bumpers, have a button to recenter the camera, ice/slippery surfaces
- ❏ Won't do: change the way of thinking on how the "switching" works (i.e. emphasizing control over the camera)

Next Sprint: (week 4/6)
- ❏ Implement geometrically aligned gravity (2.5hr)
- ❏ Continue creating new environment interactables (2hr)
- ❏ Begin implementing (dumb) enemies (2hr)
- ❏ Begin implementing player goals (2hr)
- ❏ Begin refining player concept and design (2hr)