

Team Name: Wilson!!

Team Members: McKenna Owens, Logan Hobbs

Current status: Proper “pick up” mechanic implemented

PoisonBerries implemented

Gravity implemented for side scrolling style

Wolf mechanic implemented (not perfect?)

Testing level - to test mechanics and determine design

Plan for Beta: Finalized mechanic decisions, 3-5 levels,

Challenges: Trying to make mechanics that aren’t just pushing blocks,

Rules section is finicky when trying to implement complex ideas

(for this milestone) Working on Twine game for half the time

Response to feedback: Appreciate the like in style, hopefully we can get a “scene” to work using different objects on layers below the player objects instead of the just the background.