

4.18 Meeting minutes:

Discuss further improvement we should work on

For the game:

1. find music effect in different senecio
(1. when jumping across the obstacle; 2. when choosing the character; 3. when hit the obstacle; 4. when boss arrive; 5. when you want to fake quit; 6. when killing the boss)
2. add music effect in different senecio
3. modify the design (character size; mouse pass effect, modify boss, score star size)
4. message appear when boss come
5. message appear when you beat boss
6. message appear when you are defeated by boss, or maybe an animation effect
7. help button (are we still doing that?)
8. scoring increased by 1 instead of 10
9. the speed of boss is too slow, and maybe we can make the boss smaller?
10. a button to mute the sounds

ddl of finishing the game: 5.1–5.3

For the report:

1. Evaluate: find someone to play this game and evaluate

ddl of finishing the report: 5.1–5.3

For the video:

ddl of finishing the video: 4.24 – 5.1

Important Task to finish

Leader Board – Maricn

- Mute sound button – Mike
- Message appears “Oh no! Copy Cat is here!” – instructions on how to kill the boss –Mike
- Message appear “Congratulations! You beat Copy Cat” – Mike
- Looking for celebration gif –Antalya
- Reduce size of boss – Anatlya
- Boss is floating above the ground – Antalya
- Score is 100 when boss appears – Antalya
- After defeating the boss the velocity increases – Ivan
 - smaller increase on the easy level
 - Larger increase on the difficult level
- Shadows on buttons
- Extra Work – includes sounds for:
 - Jump
 - Defeating the boss
 - Losing to the boss