Testing

Build Test:

I’ll do a test build to see how everything looks today. Post results in Discord… -Peter

Project Clean Up

Player health:

when hit by virus. Player destroyed rather than… load death screen - Kevin/Peter

Jump animation:

sprite sheet is done. Animation is made. I need to tweak the code and or entrance/ exit delays to make it work correctly. (may have time to fix) - Peter

Idle animation isn’t great:

character isn’t broken up into enough smaller sprites for it to look good. (would need to redesign character model and reanimate for it to look good. So probably not…)

GitHub clean up:

Clear tasks/ issues and anything related to project tab - Peter

Possible adds:

Shooting virus dudes. - Kevin

Virus kill counter - Peter

Final submission:

Due the 18th (Saturday)

Whatever is done Friday night is what will be in there

Final build out:

I’ll do a build Saturday morning and test… if all goes well I will submit right away

Files:

Will put files into GitHub vs email… she is already in our Git so that’s easy.

Documentation:

She has multiple status reports… mid and final reports… I added a works cited in GitHub as well.

Additional stuff:

Anything? I will email her saying all the files are in GitHub… and do whatever with the Windows build. I’ll put more these meeting notes in GitHub.