

Week 4 Report

Summary/Reflection

We have started to have a few issues with the game build. However, we do have an updated UI and new skeleton animations implemented. Last of all we've decided to revisit our scope, and remove the lower level of the map and cosmetic rewards.

Achievements:

- UI complete
- Imported a bunch of new skeleton animations
- Rubix mode done

Problems:

- The game runs differently in the editor compared to when it's built
- A few repo merging issues
- People not updating the Sprint backlog timely
- People not keeping up their hours
- People not updating the team of their progress and issues timely
- A few bugs have arised which interfere with core gameplay mechanics
- Was unable to complete the HUD

Plans:

- Fix a few important bugs
- Create and implement new HUD
- Finish up and implement remaining skeleton animations
- Add content to level map
- Add new skeleton animations
- Audio overhaul
- Fix control input