

Week 3 Plan

- Finish up UI graphics
- Update HUD functionality and graphics
- Add remaining planned skeleton animations
- Have abovementioned animations working properly in Unreal
- Complete Rubiks game mode
- Implement player profiles
- New skybox
- More 3D assets
- New textures for level assets
- Foliage and particle effects
- Audio overhaul

week 3 meeting notes

Agenda

Sunday Thursday Saturday mid week updates

- must update - what I've done, any problems, what I plan to get done for monday repo on saturday! this can be a facebook post. any other updates are welcome on thursday sunday or any other day. and any specific questions or tasks to be completed between team members must be self motivated.

Google Calendar Conventions

- New Naming Convention
Your Name : A sentence of the task you are currently doing
- Break it up into tasks and hours, if doing several over one day that's great
- Plan the week ahead and adjust the week before. (for tuesday)
 - the hours should reflect what you actually did by tuesday and be a general but detailed plan of when you want to get your sprint goals completed for the next week
- Ross wants to see detailed plans for the week ahead on tuesday

Sprint 3 goals - see below

Producers Report

- everyone ready with their 2 min weekly contributions

Collaborating on Repo

- it's important to time your work so that it get in to the repo monday night to show off on tuesday. Communicate with chris if you are running late. otehrwise 6pm monday is the current deadline. work to it. We need to be able to show off a regularly updated build not the efforts of last week, that this weeks fruits didn't make it into the game.

Check out Pivotal

- Julian has invited us, use it if it will help
- at least check it out.

Next Sprint - Sprint 3 Goals

- Zanda
 - Extra Animations
 - Go over level Assets
 - fix, update, add
 - the abbey makeover
 - Weapons
 - add sword
 - model shovel
 - particle effects to collisions
 - Textures
 - update to oggy art style, flash-esque, cartoon rendered, high level hand painted
 - not splotchy
- Pav
 - Finish UI
 - Update HUD and get into the game
 - Score update, feedback
- Taygen
 - Get skybox in the game
 - particle effects and level assets
 - foliage
- Jake
 - Rubix Cube mode in the game
 - Framework for limbs
 - a particle effect as they explode off
 - parabolic arcs
- Chris
 - Animations in and functional
 - IK experiments
 - Get Updated Animations in as they are made
 - Strafing implementation
- Julian
 - Finish and implement UI and game shell
 - new game and end game screens
 - server fixes and bugs
 - audio overhaul
 - note on this the abbey remake has a bell tower see if you can source a bell toll-ing sound.