

1. Meeting Catch Ups

#1 Team members as of 2/25/2024: 22

Game Planning/Designing (4 members):

Created by member, applied denial

Unlockable Badges: Custom
Checkpoints - Exchange a life to place a checkpoint. Bonus: Return the checkpoint to get life back.

2 versions of a reworked ring system with a max capacity of 100 rings to exchange for an extra life:

1. "the player can use a manual button press to "cash" those rings in. for the one up, leaving themselves vulnerable until they get to more rings"

2. "passing a checkpoint will automatically perform the exchange, effectively splitting the level up into 100 ring sections, where skilled players can try to get the max amount before each checkpoint"

Programming (3 members):

