

Sprint Goals (Deadline: 11/4 - Monday)

Sprint Focus:

The team worked on updates to prepare the game for the upcoming playtest, focusing on key mechanics, animations, and visuals.

Tasks

Programming:

- Programming ability icons – *Juan*
- Implement melee mechanics and monitor for additional bugs – *Daniela*

Art & Animation:

- Machina melee animation – *Daniel*
- UI for grapple points to indicate when players are within grappling range – *Daniel*
- Ability switch animation and ability icons – *Artemis*
- Texture necessary 3D assets – *Jaiden*

Expected Outcomes

- Grapple point UI indicators to enhance player awareness of grappling range.
- Updated animations for Machina's melee and ability switching.
- Visual consistency in 3D assets through added textures.
- Debugged melee mechanics prepared for playtest evaluation.