

Mon. Meeting 2/3/25

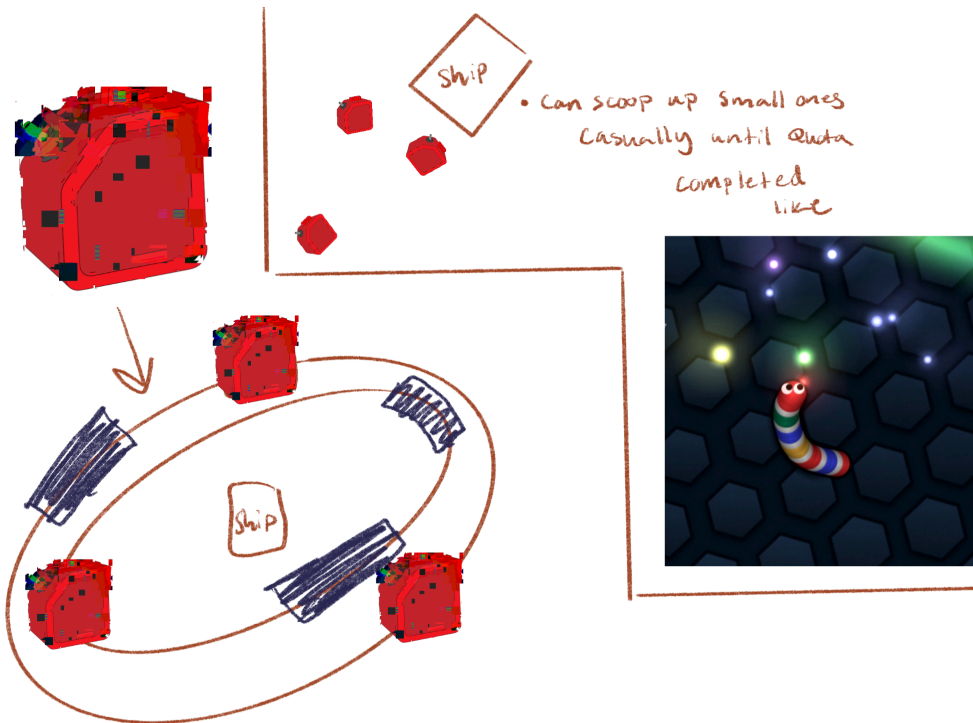
Meeting Notes:

- Friday night
 - 4pm Food at 6pm
- Next sprint employee manual/instructions
- Talk to burris about presentation size and potentially splitting the presentation between two days or something
- Need to talk with cristian about timeline
 - Implementing intro narrative again
 - Also tiki implementation
- Consider adding in employee handbook myself
- Biggest change is updating the burndown chart

Gen. Goals 2/3/25

Goals:

- **Pivot from fighting game implementation to:**
 - Ship upgrades (Buy from otto's shop)
 - Minigun: More frequent shots but slower movement while firing
 - Shotgun: Has a short range big pellet burst
 - Smash functionality is temporarily purchasable
 - Laser color is also a purchasable change.
 - Fixing enemies
 - Align their attacks with the wiki
 - Add some AOE attacks
 - Model a small and large variant of each faction
 - Enemies have to collide and readjust when they hit walls,
 - Enemies should spawn inside the map only
 - Enemies should act independently so that they don't clump together when attacking since they all do the same thing and become a mass
 - Basic Economy
 - You can sell fishable scrap to NPCs for more money depending on the NPC
 - Tiny no overlay scraps vs Fishable scrap
 - Fill up tiny scrap bar or percentage in quest that nets you like an unlivable wage but is the daily job requirement/expectation
 - Fishable scrap is how you make the majority of your profits though



- Discuss a good time for a panic session
- Make sure everyone has something to work on
- Fill out final timeline
- Bring up Burn Chart Again (updated)
 - Week 04 - Feb 13th: Sprint review
 - Dev
 - Hookshot Fishing Implementation (WIP)
 - Save System (WIP)
 - 7 Sectors (Playable not polished) 0/7
 - Basic Economy
 - Updating/Scripting Enemies
 - Design
 - Hookshot Fishing Assets
 - Finish all extra items
 - Main Menu
 - Intro Cutscene
 - Creating New Enemy Models
 - Narrative
 - Fully Finish writing out all Questlines
 - Implement all Questlines except for Mir.Ai and Scotoplanes
 - Finish any necessary additional context/ Environmental lines
 - ~~Finish Item Descriptions~~

Leslie's Hit List 2/3/25

My Goals:

- ~~Get status update on save system progress~~
 - ~~Make sure there's a detailed POA to see it's completion~~
- ~~Ask Chris about Mir.ai script~~
 - ~~See if he has a plan or if he needs help writing it so he can focus on implementation~~
- ~~Ask Chris about new tutorial~~
- ~~Ask Chris about instruction manual~~
- ~~Maybe ask Chris to send me updates whenever he does something from now on. Or have him tell me all the changes he's been working on every in-class meeting.~~
- Talk with Blaine about exact specifics of moving from 8 sectors to 7
 - Ex: where do we want the black hole to go and extraneous minigame
 - I'm thinking sector 7 would make the most sense for the black hole and the maze sector would work for the dating sim.

New Timeline 2/3/25

Timeline for New events:

Today:

- ~~Meeting (All)~~
- ~~Narrative will be fully re-written for intro cutscene (Leslie)~~
- ~~City map blocked out (Jake)~~
- ~~All documentation complete (Ben)~~

Tuesday:

- ~~Keg Barrels (Smash) Jake~~
- ~~New art will be fully prepared to be animated (Leslie)~~
- ~~Draft of eject button (Dakota) (MOVED 1 Day Behind Projected Schedule)~~

Wednesday:

- ~~Leslie will start making a presentation~~
- ~~Blaine High res ship render for menu~~

Thursday:

- ~~Level Stuff Due~~
 - ~~blocking out the levels to have the basic art assets like walls doors. background art~~
 - ~~all the non moving non interact stuff for the western and prison (blaine) (MOVED 2 Days Behind Projected Schedule) JUST NEED TO ADD COLLISION TO SPRITES~~
- Models Due
- Basic economy stuff should be done by now
- ~~Implementation of updated intro cutscene writing (MOVED 2 Days Behind Schedule)~~
- Inventory saving
- ~~Level art done Jake~~
- ~~Dakota eject button (MOVED 2 Days Behind Projected Schedule)~~
- ~~Scotoplanes room (Dakota) (MOVED 3 Day Behind Projected Schedule)~~
- ~~further refine intro with bookends (Leslie)~~

Friday:

- Enemy code needs to be pretty much done (Ben)
- Fishing minigame done probs
- All quests in ink files by friday (Chris)
- Implementing mechanics
- Update the art assets a bit and refine the new menu (Leslie)
- recoloring enemies (Blaine)
- Blaine High res ship render for menu x 2
- Update the art assets a bit and refine the new menu (Leslie)
- Tutorial ready to go (Chris) (MOVED 1 Day Behind Schedule)

Saturday:

- ~~Ship upgrades should all be accessible within otto's shop and purchasable (MOVED 2 Days Behind)~~
- Begin animation on intro cutscene
- ~~Leslie Make a google form for filling~~

Sunday:

- Playtesting and bug fixing should begin
- Get New menu Assets implemented
- Finish all save stuff
- Storage crates (Blow up) Jake

Monday:

- Implementation should be completed for animations on cutscene
- Playtesting and bug fixing
- Dakota needs to have all excel items finished
- Implement upgrades (Ben)

Tuesday:

- Finalize playtesting and bug fixing
- Everyone needs to go over the presentation & have pitch memorized

Wednesday:

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Thursday:

- Presentation
- Sprint retrospective
- Show plan for next sprint

Tues. Meeting 2/4/25

- Guide Mode for developer mode/ scene select
- He approved a pamphlet -> emailed
 - Send them off with a copy of the game
- Receipt → Leslie?
- Cristian Backlog (Obvious nametag)
 - End of the day
- 3 different fonts and then a 4th (Make sure fonts are good.)
- Polish ship interior