

Sprint Goals (Deadline: 10/30 - Wednesday)

Sprint Focus:

The team focused on their specialties to ensure a playable level was made for playtesting

Tasks:

- **Programming:**
 - Integrate 3D assets into level (Jaiden)
 - Implement UI for grapple point (Daniela)
 - Refine grapple mechanics for smoother gameplay. (Daniela)
 - Refine level difficulty and layout (Juan)
 - Package a workable build for the itch.io (Daniela)

- **Art & Animation:**
 - Develop art for the itch.io page (Jaiden)
 - Create an illustration for social media future post (Artemis)

One of our team members faced technical difficulties, so they could not contribute for this week.

Expected Outcomes:

- An improved level design based on feedback given during the playtest.
- Machina's grapple improved by adding UI to help players figure out when they are in grappling range.
- A working itch.io page going
- Art made for future social media posts.