

Sprint Focus:

- Furthering the overall progress towards our goal established at the beginning of the course. This means working on new enemies, getting basic mechanics running, and polishing the game environment.

Tasks:

Enemy Concept and Animation - *Artemis*

Main Character Animation - *Daniel*

Main Character Mechanic implementation - *Daniela*

Level Design - *Juan*

Asset Creation for 3D environment - *Jaiden*

Expected Outcomes:

- Concept for the enemy done and basic walking animation for the second enemy started.
- Machina idle animation finalized for in game playing
- Shooting mechanic implemented, with research on lighting issues done so fixes can happen ASAP.
- Whitebox for the level fully finished in order to playtest so we can iterate on it
- 8-12 3D environmental assets created for our train station.