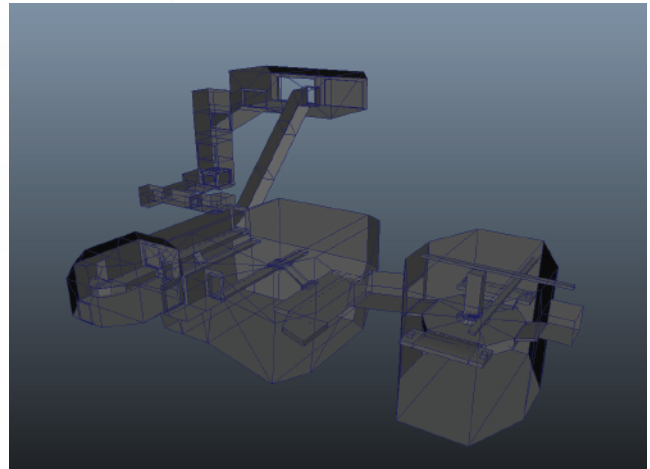# Week 5 : Second Sprint

Overview:

This past week, the team has started on the second major sprint of the semester. After the team's first presentation of the semester (called "Quarters" internally), we compiled our feedback and used it to build a roadmap to the next milestone of the game, to be delivered at the "Halves" presentation on March 19th.


Look Development:

The battle for the art team this week has been in determining how to keep the visual quality of the game high, without over-scoping asset production. The team met several times to discuss appropriate level scale, and ways to re-use assets and tilesets to ensure enough time left in the semester to polish the game's visual effects.

Animation especially has been a time-concern moving forward. We understand that action games typically have large animation teams to accommodate a high level of believability in their characters. To account for this, we are very strictly rationing how much animation work is done in prototyping, and which animations are the most important to have upfront, vs. animations that can be added later in the semester for polish.

Tech Development:

This past week we have started our second sprint of the semester. For the AI system, a core set of actions for enemy characters has been added, which we will build off to support more complex behaviors in the near future. For the combat system, we have overhauled the locomotion system to support traversal of arbitrary collision geometry.
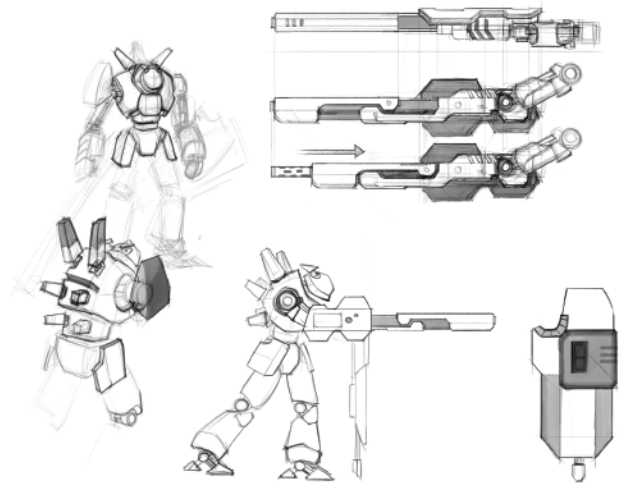
Next Week:

At the end of this week, the team will have its first 'playable' build ready for playtesting. The emphasis will be on getting a good feeling for the pace of the gameplay, when players have many more attacks at their disposal then they had last semester. We want players to feel like they have room for mastery, without overwhelming them.

Top : Level White-box

Bottom : New ranged enemy concept