



Alright, times up, let's do this. Leeeeeeeeeeeeeroy Mmmmmmmkinsssss Quarterrrrrs Presentaaationss!

The majority of this week was spent preparing for and reflecting on the feedback we received from our Quarters presentation (a summary of what the team has done so far and our plans for the project's remainder). After the presentation, guests stopped by to play the demo we had set up for them. This resulted in useful feedback about what needs to be tweaked in terms of level design/ease of control and inspiring ideas from guests that we're itching to test.

On the one hand, yay! We're already $\frac{1}{4}$ of the way done with the semester! On the other hand, dear god...we're already $\frac{1}{4}$ of the way done with the semester. With the shadow of Quarters behind us and Halves (another status update in the form of a presentation) on the horizon, we've formulated the task list for our next sprint.

We are currently working on tweaking problem areas discovered during our playtests, implementing new features, and submitting our game to the App Store. Problem areas that are being fixed include better placement of certain checkpoints/obstacles and tweaking the tilting sensitivity. New features that we're adding include (but aren't limited to) sprite animations for the player character, enemy ai, and a tutorial. The reason we've decided to publish on the App Store now is because the initial approval process is notoriously long. Be that as it may, once it is on the Store updating the app is a much shorter process. Starting now will ensure that we have a published game





(an important goal for us) by the project's completion.

Our next big milestone is a month from now - Halves. We've stated the tasks we want completed by then and are working towards making it a reality. However, due to Spring Break and GDC, we only have two weeks of development time. This means we are in crunch mode right now and are getting things done fast. Stay Tuned!

