

MICROVERSE: <https://github.com/JenniTheDev/Microverse>

Product Backlog: <https://github.com/JenniTheDev/Microverse/projects/2>

Meeting Notes (3/27/21)

- send Jenni bitmoji for jennisays
- boss level for jennisays
- new branch DevIterationThree

Meeting Notes (4/7/21)

- finish everything up
- don't add anything new unless vitally important like scores, music, sound effects, screen shakes
- availabilities for next meetup
- Speedot: whenever you click from one button to the next, it draws a line to connect them. Once a button has been clicked, it can't be clicked again (This can be easily changed, but it draws some funny lines if you let the player click everywhere). It's pretty easy to randomize and change the number of dots to make more levels. If there needs to be an order to the clicking, How should that be shown? With numbers? Or like JenniSays and the dots can change color or size and you have to connect them in that order ?

Meeting Notes (4/8/21)

- free downloadable audio files for button sounds: <https://opengameart.org/>
- drag audio into Unity, audio folder
 - Button sounds:
 - <https://opengameart.org/content/menu-selection-click> – hover
 - <https://opengameart.org/content/interface-sounds-starter-pack> – click

Meeting Notes (4/10/21)

- Casey: simple pause menu that will work with other games, created as a prefab allowing it to be easily implemented in other scenes. Scripts created for on click events for each button. High score template created but code not implemented.
- Brian L: working on replacing input system to touch controls atm
- Dalisa: added a background and changed some colors, added button noises on both menus for when you hover and when you click, and hid that vertical scrollbar on each description box! pushed all my changes to the 'menu_update3' branch off of DevIterationThree. create a pull request.
- Jenni: the menu, the swipe menu, and the settings menu without stopping and restarting the music on the scene change. I just haven't figured out what's the best way to accomplish that. I kinda threw it on the audio to do pile

Meeting Notes (4/12/21)

- Brian A: code update for speed dot
- Jenni: fixing the last few bugs. It was a bit more complicated than I thought to get it working. Then it will just need sound, a countdown timer, and a score (which I might get done today). I want to get it all working for the demo Wed. Then it should mostly be bug fixes, music.
- drag move tutorial: <https://www.youtube.com/watch?v=ST7BAqV-1ow>

Meeting Notes (4/13/21)

- Jenni: going to merge PR's soon
- Brian L: The bugs/issues i meant for It4 are: the "spawnCoins" script spawns coins behind the background(a layer issue I think), player dies when hitting the screen bound colliders (The game over screen should only trigger when the colliding tag is "coin"), and the touch input not working.
- Jenni: I got the two compiler errors cleared and have some warnings.

- Brian A: added simple main menu and gave speed dot a stopwatch
- build running on phone