

# 2021-10-10 Meeting notes

## Date

10 Oct 2021

## Attendees

- [Amber Renton](#)
- All of Project Tower!

## Goals

- Check in on progress for Pre-Alpha II
- Evaluate where to take the project next
- Ensure that general goals for each department are clear

## Discussion items

Time	Item	Who	Notes
10 min	Lets Play	<a href="#">Amber Renton</a>	<ul style="list-style-type: none"><li>• Let's play our prototype! How are we feeling about where we are at? What are our top priorities for next week?</li></ul>
20m	Jira & Standups	<a href="#">Amber Renton</a>	Let's navigate to the project Jira. We'll also go down the list and everyone can discuss their progress and any challenges from this week. Speak up if you feel you've been assigned too much or too little!
10m	Priorities	Everyone	Where do our current priorities lie? These don't necessarily have to be our tasks for the coming week - just the most important tasks that we'd like to tackle soon.  Here's my current list: <ul style="list-style-type: none"><li>• Implement rough visual novel system so that narrative can hit the ground running</li><li>• Implement "layers" of single enemies (green-&gt;blue-&gt;red)</li><li>• Implement bulk enemies (MOABs)</li><li>• Replicate more rounds from Bloons (we can design our own in Beta)</li><li>• Replicate more maps from Bloons (we can design our own in Beta)</li><li>• Begin thinking about tower upgrades</li><li>• Begin implementing more towers</li></ul>
10m	Art Style Guide	<a href="#">Amber Renton</a>	<a href="#">Style Guide</a>

## Action items

- ☐ [Amber Renton](#) Create thread to discuss UI alignment