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| DIG3878 FINAL PROJECT TEAM MEETING Module #11 |
| In Attendance Pleiades Project:   * Deandra Brown * Anusha Rao * Ayselah Smith * Logan Smith * Joey Tse |
| VIDEO MEETING SCREENSHOT |
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| DISCUSSIONS |
| * New Mechanics   + Dialogue System - Scripted Opening     - Alert System     - Exposition from Crew Members     - Mutiny   + Scoring System     - Lose points for getting hit     - Gain points for different challenges       * Close call -- Coming very close to a projectile   + Jump Drive     - Quick teleport to get out of the way     - On a Cooldown     - Upgrade to more, but smaller jumps   + Damage System     - Screen Shake     - Health Bar integrated in to ship design * Completed the GDD as a group * Discussed Actual Monetization of the game   + $19.99 price with possibly free DLC * Discussed Potential Hurdles |
| ACTION STEPS |
| Art   * Begin Drawing Concept Art   + Main Ship   + Crew Members - Icons/ Avatars   + Boss Enemy * 2 ship design prototypes - ability to tweak textures * The race of enemy characters - [borgs] - one model that can be tweaked. character design for this should get started. * Icons/ buttons for the UI [later] * Enemy Hierarchy * One Big Boss -- Huge, unmoving enemy, recurring   + “Knights” - Bigger, more physical enemies     - “Mages” - Smaller than knights, but more damaging than knaves, stay away from your ship     - “Knaves” - Mimic the knights, but without much damage at all   Programming   * Begin Designing Levels   + Level One (Level One Theme) * Begin Writing Enemy Behaviors   + Attack Pattern Interface   + Collision Detection * Dialogue System   + Look into development * Unity Collaborate   + On Sunday |
| ADDITIONAL NOTES |
| * Unity Collaborate |