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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 |
| * + Updates were discussed regarding the following: * UI design: basic buttons for general functionality are being developed * Concept Art: A prototype of the game environment was submitted and the group members gave feedback * Character Design: 3 different ship models are being designed   + Revisions to Gameplay: * Level 1: Player ship is travelling to another planet and defending against enemy ships/ dodging space debris * Level 2: Arrives on 1st planet to fight a character * Level 3: Player ship is travelling to another planet and defending against enemy ships/ dodging space debris * Level 4: Arrives on last planet to fight boss character.   + To be Completed for Review: Friday, March 27     - 1 ship model     - Concept art for level 1     - Level design (level 1)     - start screen and basic UI button images |
| ACTION STEPS |
| Art   * Begin Drawing Concept Art   + Main Ship   + Boss Enemy * 2 additional prototypes main ship * Design prototype for Enemy fleet of ships   Programming   * Begin Designing Levels   + Level One (Level One Theme) * Begin Writing Enemy Behaviors   + Attack Pattern Interface   + Collision Detection * Dialogue System   + Look into development |
| ADDITIONAL NOTES |
| * Unity Collaborate has been set up |