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| DIG3878 FINAL PROJECT TEAM MEETING Module #12 |
| In Attendance Pleiades Project:   * Deandra Brown * Anusha Rao * Ayselah Smith * Logan Smith * Joey Tse |
| VIDEO MEETING SCREENSHOT |
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| DISCUSSIONS |
| * What would be the best system for tracking health of player/enemies?   + Segmented Heathbars   + Player Healthbar Only   + No Healthbar/Texture Changes when Damaged * Discussed new models for ship and how to polish the designs   + Player ship model shown and feedback given   + Discussed enemy ship designs * UI and menu icons   + Will be animated in future release   + Healthbar? * How will planetary levels work?   + Upper atmosphere, will not interact with environment   + Boss at end of level   + Different Enemy types/attacks?   + Landscape should move to give more illusion of movement |
| ACTION STEPS |
| * Joey - Adding a real health system to the ships * Deandra - Adding the player UI to the screen * Ayselah - Adding new ship model and animations * Anusha - Finish Concepts of ships and backgrounds and speak with Ayselah * Logan - Add additional animations to ship and start making planet level |
| ADDITIONAL NOTES |
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