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| DIG3878 FINAL PROJECT TEAM MEETING Module #13 |
| In Attendance Pleiades Project:   * Deandra Brown * Anusha Rao * Ayselah Smith * Logan Smith * Joey Tse |
| VIDEO MEETING SCREENSHOT |
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| DISCUSSIONS |
| * Art Assets for this week   + Main Ship Model   + Enemy Ship Model   + Character Portraits * Crew Members - Working on names/personalities   + Mercenary   + Sarcastic   + Brooding * Level Designs   + Planet levels?     - After this checkpoint, begin working on planet design   + Dialogue System?     - Begin adding tomorrow   + Add a boost to the ship * Shield System   + Powerup to recharge shield     - Invulnerability   + Recharge over time   + One charge shield that destroys all on screen shots   + Damage boost instead of shield   + Speed Boost instead of shield   + Shield that reflects enemy shots back * Weapon Upgrades   + Swappable between heavy/rapid cannon   + Swappable between triple burst and triple shot * Ideas for Enemies   + Apply shield to drone or big boss, which makes it difficult for player to defeat them at points in the level   + Final Boss character design will start next week (Anusha, Ayselah) |
| ACTION STEPS |
| * Joey - Create tutorial level * Deandra - Uploading prefab for the new ship model, making blurbs for dialogue system. * Ayselah - Working on model for boss enemy * Anusha - Working with Deandra and Ayselah on concept art and character art * Logan - Finish Shield, Add enemies to space level, begin adding dialogue system, increase player speed |
| ADDITIONAL NOTES |
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