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| DIG3878 FINAL PROJECT TEAM MEETING Module #14 |
| In Attendance Pleiades Project:   * Deandra Brown * Ayselah Smith * Logan Smith * Joey Tse |
| VIDEO MEETING SCREENSHOT |
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| DISCUSSIONS |
| * Art Assets for this week   + Main Ship Model -- Completed   + Enemy Ship Model -- In-progress   + Character Portraits -- In-progress * Crew Members - Working on personalities   + Reene   + Captain Farin   + Henri * Level Designs   + Planet Levels     - “Near Planet” rather than on planet * Upgrade Screen   + Generic icons for weapons and for utility items * Ideas for Enemies   + More complex patterns for spawner ships     - Should be able to spawn more than just one type of enemy     - Should be time-based instead of chance-based |
| ACTION STEPS |
| * Joey - Heavy, burst, and triple/multishot weapons, particle systems * Deandra - Upgrade UI elements * Ayselah - Working on model for boss enemy * Anusha - Working with Deandra and Ayselah on concept art and character art * Logan - Find bug that takes the ship off rails |
| ADDITIONAL NOTES |
| * Anusha was not able to make it to the video meeting for health reasons, however, she and Logan had a separate meeting on Thursday * Working on final systems before moving to game polishing |