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| DIG3878 FINAL PROJECT TEAM MEETING Module #15 |
| In Attendance Pleiades Project:   * Deandra Brown * Anusha Rao * Ayselah Smith * Logan Smith * Joey Tse |
| VIDEO MEETING SCREENSHOT |
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| DISCUSSIONS |
| * Final Steps   + Boss Model     - Model     - Textures   + Final Portraits   + Upgrade Screen     - Assets     - Scripts   + Level Scripts     - Story   + Find Any Bugs   + Update Damage Script   + Shield Script * Level One - Logan   + Tutorial   + Goal: Destroy 2 Spawner Ships   + Story: Intro to crew through conversation   + Block One: Reene and Captain are fighting about getting lost in space again     - Captain wants to take one action, but Reene takes over     - Mention of Orpheus’ actions   + Block Two: Captain orders Henri to take over ship   + One-offs:     - Damage     - First time you block with shield * Level Two - Deandra   + First time seeing combination waves   + Block One: Showing Henri trusts Captain more than Reene     - Reene complains that she did fine as seen last level     - Captain agrees, but…     - Mention the smaller enemies that the Space Lord has sent.   + Block Two:   + One-offs     - First upgrade * Level Three - Joey   + Goal: Survive one minute   + Block One: The weapons aren’t working, need to fix them     - Repairs will take time   + Block Two:     - How are the repairs coming? Well enough. * Level Four - Anusha   + Final Boss Encounter     - Block One: Reminding Player who Orpheus is       * Orpheus sent them to wander space forever     - Block Two: Triumph Dialogue |
| ACTION STEPS |
| * Joey - Writing Level Three Script, Updating Damage Script * Deandra -Making Upgrade Screen and Writing Level 2 Script. Compass Animation * Ayselah - Uploading Boss Model Tonight, Textures by end of week. * Anusha - Portrait of Captain and Orpheus and Level Four Script * Logan - Shield Script, Level One Script, Look for bugs, Finish enemy design |
| ADDITIONAL NOTES |
| * Game is nearly complete, working on story and final levels |