

Schedule & Milestone (as of 2/27/15):

Team Members:

Griffin Meyer

Michael Delegeane

Juan Morales

Jose Guzman

Work Breakdown:

Name:	Task(s):
Griffin Meyer	<ul style="list-style-type: none">• Implement basic controls• Implement mode switching• Implement energy mechanic• Implement camera view and window scrolling• Implement quad tree detection• Implement shield and health
Michael Delegeane	<ul style="list-style-type: none">• 3d models• asteroid mechanics• Implement collision detection
Jose Guzman	<ul style="list-style-type: none">• Develop character and environment Design,• implement main menu system<ul style="list-style-type: none">◦ implement pause menu◦ implement high score◦ implement Credits and about info• implement particle system• implement random events
Juan Morales-Rocha	<ul style="list-style-type: none">• create concept art for use on main menu and pause UI• Create Title Screen• Code in music for events/menus

	<ul style="list-style-type: none"> • Create/find music and sound effects for game. • Program the sounds into the game
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Logs:

Name:	Log:
Griffin Meyer	<ul style="list-style-type: none"> • Added health and shield mechanics along with image changes • Began working on collision detection with meteors (researching best hitbox method so collision actually looks like it is happening) • Deciding best method of holding player within playable area. (Asteroid field?) • Researching best way to store, draw, and update meteors from an array.
Michael Delegeane	<ul style="list-style-type: none"> • Worked on boss models
Jose Guzman	<ul style="list-style-type: none"> • worked on menu system still is not ready • refactored code to make menu more efficient • started working on code to animate background
Juan Morales-Rocha	<ul style="list-style-type: none"> • Completed art for pause/menu UI • Start search for audio

Schedule:

Week 1: Get basic mechanics of the game working, including at least one level which will allow us to test the mechanics.

Basic Mechanics include:

- Movement
- Mode Switching
- Asteroids following the player
- Energy usage based on mode
- Shield and health
- Collision detection between asteroids themselves and the player
- Random events

Week 2: Replace test images with game art, Complete the remaining two levels. Complete the boss battle map and mechanics. Add music and sound effects.

Add score system.

Week 3: Playtesting and tweaking, fix any bugs and balance the game.