Team 8 – Game Dev Project 3

Vehicle combat

**Ryan Knight**

Building models and textures

Other small object models and textures

Retrieved sound files

**Beth Towns**

Basic world, plane, bullet and environment classes

Plane collision

Various components taking damage and “falling off”

**Dan Cannon**

Headlights on the plane and lighting in general (setupLights in plane.py)

Implemented the sound files into the game (setupSounds in panda3dgame3.py)

Properly removed headlights when the wing they are attached to is destroyed (in the collision code)

**Thomas Lanciani**

Modeled and textured: Ground, Plane 1, Plane 2, force field thing

Placed structures in environment

Exported terrain/collision objects

**Nathan West**

Plane Motion Physics

Integrated plane parts with degenerate motion

**Signatures**

Ryan Knight: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Beth Towns: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Dan Cannon: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_