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

Implemented the sound files into the game

Properly removed headlights when the wing they are attached to is destroyed

**Signatures**

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

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

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