Department Meeting

## Monday, February 5, 2018 (9:30am to TBA)

**People Attended: Peter, Ethan, Chris, Yannick**

Discussion:

One week exactly until the project is supposed to be done. We have been following the rubric intact. We need to start making more levels so the game could be filled up. Cutscenes as well. Peter has created a mock cutscene, Yannick will create a trigger block so that the cutscene can start. Ethan will assist Yannick with the logistical part of the block and will create the code for the transition of one level to another. Chris will assist Peter with the cutscene design and will create more textures. Another idea to keep in mind is creating a boss for one of the levels. We also need a data diagram. Bombs need to be created.

Prolouge:

Calvin is a scientist who has won many prestigous awards for his smarts. However, he was abducted by aliens one day so that they could use his amazing theories to further advance their technology. While in his cell, a guard who does not like keeping others captive flips the lever on his cell and supplies him with a weapon.