**Stuff to do:**

* **display your own health bar (or one hit you're dead?)**
  + **Screen turns red as you're hit, health regenerates?**

**Change boss color on successive hits**

* **Diagonal rotations**
* **Better meshes for rotation layers, boss, laser, bullets**
* **LIGHTING**
* ***2 Levels*/winning conditions**
* **sounds**

**Minor Stuff:**

* **Splash screen (intro, beat level, beat game)**
* **Score**
* Peer evals
* One-page report about who did what, tools used for graphics and sound, appraisal of project (what’s good and what needs more work)
* Filled-out rubric sheet
* **Video**
* **1 mesh&texture/person, advanced techniques (billboarding, lighting)**

**Idea for player damage:** have a health value between 0 and 100, if the two phi and theta values are close (player is being hit), decrease the health. We’ll have a red quad in front of the camera and set its *transparency* according to the health value. Have health regenerate when not being hit? (might make it too easy)