# gSARdev – 4th Meeting 06/11/2018

**So Far:**

Player object almost complete, need to implement shooting, damage and death (scripts and animation triggers).

GDD Structure set out.

Main Menu basically done, need art

**To Do:**

Game Name – Ultra-Aex Goes Flip

Character: Aexulous H

Enemy UI (this can be one scripts and attributes changed for each enemy. Alex send what he has.

Bullet projectile – alex done sprite, working on script.

Enemy Spawns

Door animation & script

Scene warps for level progression

2 more music loops & some more SFX

Fix audio triggers

Tutorial level – maybe at the end

Finish GDD – this can be done at a later date, no later than week beginning 19/11

Work on presentation – a play through for the tutor, each team member explains their contribution and level.

Double check screen resolution fixed with camera object (1280x720).

**For Next Week:**

Richard makes some headway on his level and tile sheet.

Stephen & alex work on what we’re doing already.