Bryce

* Clouds

Doug

* + Lock on retical
    - Shake
    - Flash
  + Pieces of ship fly off on explosion

Jessie

* Lighting shader

Ryan

* + Turbo
    - Shake
    - Blur
  + Enemy
    - Chase them down
    - Run away
  + Controls
    - Adjust and play test

Bryce

* Spawn Enemies

Doug

* + HuD
    - Remove all the current hud
    - Keep Radar
    - Make the fuel bar an overheat bar
    - Make the health bar larger and more visible
  + Texture
    - Improve the players texture
      * Engines
    - Texture the turret

Jessie

* Sound
  + New sound for explosion
  + Turbo boost
  + Player being hit
  + Sound to make you feel like you’re flying really fast

Ryan

* + Ai
    - 6 enemies flying in front of the player
    - 2 enemies trying to kill the player