**Friday, Week 1**

Ryan

* Flying – pitch, yaw, throttle
* 3rd Person – Follow

Bryce

* Enemies – chasing, Follow Paths
* Component Model

Doug

* Shooting – Toggle

Jessie

* Some way to detect movement

**Wednesday, Week 2**

Ryan

* Flying – banking, dodging

Jessie

* Models – Very basic, no texture but ours

Bryce

* Objective – checking if everything is dead

Doug

* Radar – Shows Enemies
* Spawning enemies

**Monday, Week 3**

Bryce

* Explosions – looks nice

Ryan

* AI – B-spline, shooting, downtime

Doug

* Missiles – chasing crosshairs

Jessie

* HUD – Altitude, Ammo, Health, Score, Time, Remaining Enemies

**Friday, Week 3**

Doug

* Power Ups – speed, shield

Jessie

* Sound – Explosions, lock-on

Bryce

* Objectives – Bombing

Ryan

* AI – enemies dodge enemies
* Enemy – diverse

FIX BUGS - ALL

**Wednesday, Week 4**

Ryan Doug

* 2 players – separate clients

Doug

* Multiple Controllers

Bryce Jessie

* Better Models

Ryan

* FIX BUGS

**Friday, Week 4**

2 types of planes –

Gameplay

models

**Tuesday / Wednesday Week 5**

EVERYONE:

Polish

Everything else