Team Uno

Weekly Report

Sept. 15, 2019

Team Leader: Eric Taylor

Other Members: Noah Lin, Sierra Reed

Tickets assigned:

Arcade Main:

Design Shop/Owner UI- Noah/Sierra

UI to start arcade game - Noah

Sub-game:

Xeonic Fleet Design Document-Eric

Space Shooter Enemy Design-Eric

Space shooter other obstacles-Eric

Level Planning of Space Shooter-Eric

Boss characters for Xeonic Fleet-Eric

Xeonic Fleet UI-Eric

Tickets Completed:

Arcade Main:

Design Shop/Owner UI

Sub-game:

Space Shooter Enemy Design

Space Shooter other obstacles

Boss characters for Xeonic Fleet

Tickets not finished:

Arcade Main:

UI to start arcade

High score UI

Settings UI

Sub-game:

Xeonic Fleet Design Document

Level Planning for Space Shooter

Comments:

Eric mostly worked on sub game tickets, completing all except level planning, and the design document (require level planning to be done).

Noah worked on UI for the owner as well as the arcade and score ui (not in original weekly goals). He also worked on the main design document.

Sierra help edit the main arcade scene. She also began worring on setting UI for the arcade hub.

Goals next Week:

Design at least one level and add UI for Xeonic Fleet. Finish arcade UI (including highscore) and settings UI. The sub game should at least have a tangible, accessible part in the arcade main.