Week 1 Report

Group Uno

Team Leader: Eric Taylor

Fellow Members: Sierra Reed Noah Lin

Tickets:

Arcade Main:

Design Shop/Owner UI

UI to start arcade game

Sub-game:

Xeonic Fleet Design Document

Space Shooter Enemy Design

Space shooter other obstacles

Level Planning of Space Shooter

Boss characters for Xeonic Fleet

Xeonic Fleet UI

Tickets Completed:

Arcade Main:

Create Basic demo of Game

Design Title Screen

Design character creation UI

Create an NPC dialog system

Design basic lobby level

Sub-Game:

Player Upgrade space shooter Design

Space Shooter Character Design