team name: DIO (Team 3)

team leader: Joseph Trussell

primary duty: Design

secondary duty: Design

tickets assigned (links)

Main Game

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/8>

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/69>

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/4>

Sub Game

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/85>

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/83>

tickets completed (links)

Main Game

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/20>

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/21>

Sub Game

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/84>

tickets not completed (l)inks)

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/85>

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/83>

<https://github.com/ksu-cs-robotics/fall-2019-gdp-main-project-arcadedream/issues/69>

Some of the models are not technically completed, been trying to get it into unity with textures.

Logos are done just need color (color scheme decided by cabinet)

We plan on trying to get a arcade lobby music done along with some decoration logos, posters etc. also working on models for the main ship and if that goes smoothly some enemy ships