

# Design Team Progress Report

Week ending 15 October 2001



## Work Undertaken

### Lego Island 3

Dean

- Finished Brickster Tower  
Left the end of the design slightly open, with two possible outcomes at this point. One being the helicopter climb and the other being a nebulus type game.
- Lego Island  
Sat down with Simon to talk about the islands progression and direction. Very happy with the current results, and ideas from Simon.  
Gave Simon some (Rough) maya models of buildings and island features.
- Skate Moves  
Sat down with Ade to checkout the progression of the skateboard. Discussed some possibilities to extend the use of the skate system, making it more distinguishable from all other transport types.
- Plane Chase  
Sat with Jon, to give more direction and ideas.

Jon

- Plane Chase  
Created 25 new splines for fast attack waves. Put in 50 fast attack waves. (Actually was going to be a hundred but found a bug which changed the way I was going to do the waves). Found a few images for the Plane Chase landscape research. Found several images of LEGO sets for the harbour area of the main island.

Andy

- Scripting  
Wrote Lego Island 3 script placeholder document.

**General**

## Next Week

### Lego Island 3

Dean

Look at Script Story Line Document.  
Map work on Lego Island AGB  
Update Map Image with changes from Subquest Document.

Andy

Subquest work

Jon

Continue with Plane Chase

**General**