

# Team Meeting

04 OCTOBER 2022 / 12:45 PM / In-Person

## Attendees

Hamdan Almerhairbi, William Gilicinski, Abd Ibrahim, Owen Hennessey, Emil Pang, Adam Perhala

## Agenda

### Last Meeting Follow-up

1. Movement bug exists when multiple movement keys are pressed. 1 movement key pressed, appropriate movement happens. 2nd movement key pressed, appropriate movement happens. If 1 of them is released, movement ceases when it should continue in the remaining pressed direction.

### New Business

2. Discussion on what is working, continue to use the Trello board, make updates incrementally instead of waiting until the last minute.
3. More equal distribution of work.

## Notes

- Updated Trello board to track and assign tasks. Populated it with said tasks.
- [Trello Board link](#)
- [Team Github](#)

## Action Items

1. Assign all tasks to members of team
2. Develop a basic level loader to have a working model
3. Fix upward firing projectile, it does not fire from the center of Link
4. Decide the best implementation for KeyboardController
5. Make a more perfect amalgam of Player and Link, essentially make them the same
6. Create item pickup capability
7. Integrate L/R clicking to load rooms

## Next Meeting Agenda

Check in on progress of initial tasks and reevaluate deadlines and allocation of responsibilities if necessary.