Project 2 meeting minutes

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| --- | --- |
| Facilitator: | Jake Comiskey |
| Recorder: | Jack Dalton |
| Date: | 19/02/2018 |
| Time: | 10:30 |
| Attendees: | Jack Dalton, Sebastian Kruzel, Jake Comiskey |

# Agenda items

* AI damage
* Weapon use
* Alternate enemy vehicles
* Release build

Discussion

* Implementing Player weapons and how they deal damage to AI cars.
* How much damage is dealt to AI cars.
* Different damage received from alternate AI enemies
* Attempting working release build

Action Items

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| --- | --- | --- | --- |
| Action items | Owner(s) | Deadline | Status |
| Release Build | Sebastian Kruzel | 26/02/2018 | Ongoing |
| AI cars | Jack Dalton,  Jake Comiskey | 26/02/2018 | Ongoing |
| Player Weapons | Jack Dalton,  Jake Comiskey | 26/02/2018 | Ongoing |
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Project 2 meeting minutes

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| --- | --- |
| Facilitator: | Aaron Curry |
| Recorder: | Jack Dalton |
| Date: | 12/02/2018 |
| Time: | 10:30 |
| Attendees: | Jack Dalton, Aaron Curry, Sebastian Kruzel, Jake Comiskey |

# Agenda items

* AI damage
* Weapon use
* Alternate enemy vehicles

Discussion

* Implementing Player weapons and how they deal damage to AI cars.
* How much damage is dealt to AI cars.
* Different damage received from alternate AI enemies

Action Items

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| --- | --- | --- | --- |
| Action items | Owner(s) | Deadline | Status |
| AI cars | Sebastian Kruzel,  Aaron Curry,  Jake Comiskey,  Jack Dalton | 26/02/2018 | Ongoing |
| Shooting | Jack Dalton,  Jake Comiskey | 26/02/2018 | Ongoing |
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Project 2 meeting minutes

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| --- | --- |
| Facilitator: | Aaron Curry |
| Recorder: | Jack Dalton |
| Date: | ~~29~~05/0~~1~~2/18 |
| Time: | 10:30 |
| Attendees: | Jack Dalton, Aaron Curry, Sebastian Kruzel, Jake Comiskey |

# Agenda items

* Track Design
* Enemy Strength

Discussion

* How the track should look.
* Differentiating from different enemy cars
* Assigning strength and speed to enemy cars
* Civilian cars.

Action Items

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| Action items | Owner(s) | Deadline | Status |
| Recursive Track | Sebastian Kruzel,  Jack Dalton,  Aaron Curry,  Jake Comiskey | 26/02/2018 | In progress |
| AI car | Sebastian Kruzel,  Jack Dalton,  Aaron Curry,  Jake Comiskey | 26/02/2018 | In progress |
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Project 2 meeting minutes

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| --- | --- |
| Facilitator: | Aaron Curry |
| Recorder: | Jack Dalton |
| Date: | 29/01/18 |
| Time: | 10:30 |
| Attendees: | Jack Dalton, Aaron Curry, Sebastian Kruzel |

# **Agenda items**

1: Assets gathering.

2: Vehicle controls.

3: Track design.

Discussion

* Discussing different assets package members have downloaded.
* Sharing knowledges of existing packages and discuss the tools that come with those packages.
* Ai movement.

Action Items

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| --- | --- | --- | --- |
| **Action items** | **Owner(s)** | **Deadline** | **Status** |
| Start programming game. | Aaron Curry,  Jack Dalton,  Jake Comiskey,  Sebastian Kruzel | 26th February | Ongoing |
| Import Assets | Jack Dalton,  Aaron Curry,  Sebastian Kruzel | 29 January | Complete |
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Project 2 meeting minutes

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| Facilitator: | Aaron Curry |
| Recorder: | Jack Dalton |
| Date: | 22/01/18 |
| Time: | 10:30 |
| Attendees: | Jack Dalton, Aaron Curry, Jake Comiskey |

# Agenda items

1: Game mechanics.

Discussion

* Discussing the approach of programming the mechanics of AI enemy cars and Collisions between player and enemy.
* Collision between player and off track and how it damages car based on the speed of car.
* Player movement and weapons firing.

Action Items

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| --- | --- | --- | --- |
| Action items | Owner(s) | Deadline | Status |
| Start programming game. | Aaron Curry,  Jack Dalton,  Jake Comiskey | 26th February | Ongoing |
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