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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