İZMİR UNIVERSITY OF ECONOMICS

Minutes Registration No:7

Meeting Date: 31/05/2021
Meeting Places: Discord   **Meeting Hour: 16:30 - 17:30**

Group/Unit Name	EA Games
Project Name	Fleptris, Cannon Smash
Project Number	2

	Name Surname	Signature
Meeting Director	Hüseyin Akcan	N/A
Meeting Reporter	Atahan Ekici	N/A

	Name Surname	Institution/Unit	Affiliation	TEL/email	Signature
1	Atahan Ekici	Izmir University of Economics	Student	atahanekici@hotmail.com	N/A
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If a meeting call document exists, it is added to this document. Form is kept into the project file. Meeting registration no is for filing purposes.

In this meeting;

- We are had our major feedback from happy games about the Cannon Smash. Some of the features are not working properly on devices with bigger screens so we fixed some of our bugs that came out with the testing this week.

- As our second game Fleptris we are working on a friction-based outline color lerping to simulate temperature of the Player object to inform the Player.

Decisions

No	Which jobs to be done?	Who to do?	When to do?	Where to do?
1	Wait For testing to complete.	Egemen Ustaoğlu	Until next meeting	At home
2	Simulate the ball getting hot with using its outline color and the function OnCollisionStay.	Atahan Ekici	Until next meeting	At home