Minutes – 7th March 2019

Attendance:

Theo De Groot - Chair

Jeremy Eastwood-Smith

Conan McIlkenny - Secretary

Jordan McMullan

Apologies:

Cathal O’Callaghan – Virtual presence at meeting

Expected classes:

Gameplay – Movement, aim, hotkeys, menu

Character – Character creation, NPC, enemies

Item – Inventory, weapons, armour, potions/food

Map/Display – Size, Map design, character/enemy locations

Objects/Chests - Chests, doors, walls, combat, town

Roles/classes

Conan – Items

Cathal – Characters

Jeremy – AI

Jordan – Options/Gameplay

Theo – Map/Design

Next Week

.h class files for prototypes of class structures and functions, some function code in .cpp files.

Everybody Start working on your classes.