Team F Project Agenda - 24/2/2015

Chairman - Chris Mahon
Secretary - Jake

1) Discuss progress on last weeks tasks
   a) Chris M - Working on movement
   b) Chris JD - Working on the basics of Vectrocity
   c) Jake - Working on Background
   d) Jun Hee - Testing Research
   e) Konrad - UI, Testing Research

2) Agreement on this weeks task
   Object Rendering, Classes, collision, gunfire, repeat tasks
3) Open floor to other topics
4) Assisting members with incomplete tasks if time permits
5) Possible discussion of overall project action points

Tasks:
   1 - Testing- Jun Hee
   1 - UI- Konrad

   1- Object Rendering/Model Design(Player, Terrain)- Chris M (Jake)
   2 - Unity Structuring- Chris JD
   3 - Collision- Chris M
   4 - Gun Fire- Jake

   65 - AI- Chris JD, M

   4 - Title Screen- Konrad
   6 - Kinect- Chris M, Jake

Presentation-
1) Title
2) Members
3)
4) Brief Intro
5)
6) Brief about Waterfall
7) Diagram
8) Advantages/Dis
9)
10)   Brief about Scrum
11)   Diagram
12)   Advantages/Dis
13)
14)   Conclusion
15)
16)   Any Questions