Chair Person -Chris

Secretary- Chris Mahon

Development methods + Architecture

- Ernest Adams Methodology

High Level

Unity3D

Kinect Plug-in

Kinect, O Rift

-Goes from Title, Score to Demo

Title

-Start

-Quit

-How to Play

Press Start -> Gameplay

       -Forward

       -Back

       -Left

       -Right

       -FIRE

       -High Score

Backup Strategy - Processing

GUI - Game Screen mockup

Info Architecture/ Database Design - Not really relevant

Class/Sequence - Decided tomorrow

Use case- Developed, in the works

Timeline - From 16th

GUI/Renderer(Full background/Vertex)/Movement - 1 week

      Looking up Plugin

Render objects(Working on innards, collision, gun fire) - 1 week

Improvements to hud/AI etc - 1 week

Games Fleadh