Minutes:

-Discussed what needed to be done for the week ahead

-This week’s goal is to have a GUI render, background and full movement implementation

-Assumption is that we can get the plugin this week

-Check to see if it is preferable to do the GUI using vector graphics or have it scroll through the image instead

-Rendering will be split between the background and the games (objects, tanks, etc.)

-Determined what approach should be taken to testing

-Both Jun Hee and Konrad to look into testing

-Action points assigned to all members

-Chairperson and Secretary decided to be Chris M. and Jake respectively until otherwise decided

-Spoke about the approach member should have to their tasks and workload

Action Points:

-Try to implement UI on paper and through Unity (Konrad) [PRIORITY 4]

-Acquire Kinect (Chris J.) [PRIORITY 10]

-Acquire Vectrocity plugin (Chris J.) [PRIOTITY 1]

-Look up mathematical calculations behind movement (Chris M.) [PRIORITY 3]

-Understand how to draw background and determine the best method by which it should be implemented (Jake) [PRIORITY 4]

-Look up solution to Jun Hee’s Unity problem (Jun Hee) [PRIORITY 1]

-Work on basic game rendering (Chris J) [PRIORITY 3]

-Determine which Unity template should be used (Chris J.) [PRIORITY 2]