Minutes:

Going through assigned tasks to see who has completed theirs

Chris got movement completely working minus acceleration

Chris J.’s task incomplete, extended to this week. Up to Tuesday to complete, also completed collision on world object

Jakes task effectively complete, still choosing main approach to background

Jun Hee not completed task

Konrad did not try an overlay for UI in unity. Did some research on black box testing.

Tasks this week, Object Rendering, Classes, collision on player and enemy objects (tanks), gunfire and all incomplete tasks

Decide on a class template

Chris wonders if we are glossing over too much/moving too fast with tasks and development

Enemy AI will be logic based, makes a bee lines for the player and avoids objects

Presentation:

-Title

-Members

-Brief into about two we are comparing and why

-Brief about waterfall

-Waterfall diagram

-Waterfall advantages disadvantage

-Brief about scrum (agile)

-Agile diagram

-Agile advantage disadvantage

-Conclusion on preferred methodology

-Any questions

Jake agreed to do intro on all points

Chris M. waterfall points and diagram

Konrad doing same for agile

Action Points:

Object rendering and model design, player/terrain – Chris M. [1]

Continuation of testing from last week – Jun Hee

Continuation of UI from last week – Konrad [1]

Creating structure of unity project (base classes etc.) – Chris J. [2]

Implementing collision with environment and main game objects – Chris M. [3]

Allowing the player to fire – Jake [4]

Creating basic enemy AI – Chris M. and Chris J. [6]

Creating a basic title screen – Konrad [4]

Acquiring Kinect – Chris M. and Jake [6]

Presentation points to be finished by ALL members by Thursday evening at the latest