Minutes:

-Chris suggests implementing “bump” when knocking into object

-All members present except Jun Hee

-Chris M. almost finished with his task designing enemy tank and static objects

-Chris J. unable to complete task of vectocity line drawing

-Chris J. has a task to create an overlying structure of unity, most members unsure of implications of the task.

-Chris J. suggests creating an overall game logic loop, he wants to work on it

-Chris M. suggests switching tasks with J. and undertaking Vectrocity task

-Chris J. will need to know variables, method names etc. for game logic loop script

-Discussed completed features and missing features

-Discussed time remaining for project

-Discussed map generation in population in detail

Action points:

-Adding tanks to points on the map (Jake)

-UI with sub elements on screen which updates based on contextual triggers (Konrad until Friday)

-Chris J. working on game logic loop (May be able to add overlying structure)

-Shooting to trigger an even upon collision (Removing item it collides with) (Jake)

-Finally get Vectrocity working (Chris M.)

-Chris M. still working on object design