Minutes:

-All members present

-Progress has been made on Chris M’s modelling task. Should be done by this weekend

-Chris J. has not completed game logic loop. Team has agreed that it is not exactly top priority.

-Jun Hee cannot complete test document due to current development, will be reporting bugs to other members from now on

-Konrad was without internet or computer therefor has not completed task

-Jake got all tasks working. However only got a basic version of the enemy spawner implemented.

Action Points:

-Jake will be fixing all possible current bugs and fixing enemy spawning, must allow for spawning anywhere in a 360 degree angle

-UI task from last week, basic sound, planning doc, recording bugs - Konrad

-Get blender fully understood and creating tank model – Chris M.

-Chris J. Draw up model concepts and try to create them through blender

-Jun Hee’s task is to find bugs in the game and record them