Minutes:

Chris M. has made progress in blender and created a basic tank model, still needs to import to unity

Jun Hee has uploaded imporved testing document and bug list

Konrad has added improved UI and Planning document

Jake has fixed some bugs however other still remain to be completed

Chris J. having issues with Unity, unable to model tank

Action Points:

Create the world. Increase size and manage cycling after hitting boundary (Chris J.)

Allow enemies to spawn in a circle around player (Jake)

Create a simple reticule (Konrad)

Add delay between shots (Jake)

Add sound tied to something in the game (shooting) (Konrad)

Despawn tank shells after time period (Jake/Chris J.)

Improve tank model/import to unity project (Chris M.)

Add a convincing skybox (Jake)