Monday: 211 free from 12 – 3 (Skype)

Tuesday: 12 – 1

Wednesday: No meeting time possible in person (Skype) (Not ideal because Chris has better things to be doing)

Thursday: 211 not in may arrive to meet up at 1 (Skype)

Friday: Team Project day, not exactly a meeting

Zigfu unity plugin that works very well with Unity 3D

The aim of this project is to make a clone of the classic 1980's arcade game BattleZone: http://en.wikipedia.org/wiki/Battlezone\_(1980\_video\_game) The game should make use of 3D vector based graphics and as an added bonus, the player should be able to control the game using hand movements captured using the Kinect. The team should follow the Ernest Adams methodology and produce a game design and game concept documents. The team will need to have a playable prototype of their game ready for consideration for this year’s games fleadh