**Week 11 Meeting Agenda and Minutes.**

* **Past weeks progress.**
* **Corbin:**
* Finalized game sounds.
* Put audio methods into Player class.
* Needs to make enemyShoot.
* Build everything in Audio class.
* **Connor:**
* Designing enemy.
* L/R run for enemy.
* Player jump.
* One projectile done.
* **Hamilton:**
* Platform/block images.
* Background.
* **Leo:**
* HUD Displayed showing health/ammo.
* Made it so when you jump it bends the Player.
* Made the wheels turn.
* **Michael:**
* Added shooting and scrap.
* Can pick stuff up now.
* Increments and decrements a counter relating to player health/ammo.
* **Ross:**
* Got textures loading through NanoVG.
* Drew background.
* Drew long platform.
* Started on Enemy Class.
* **Review A2 Feedback.**
* Going to email Russel about not being asked to include failure mock-ups.
* **Discuss A4 Peer Feedback 2.**
* Work on Trello.
* Recreate Commit history.
* Add any design artefact that we can produce.
* Add any comments we can think of.
* **How we will format our Job Descriptions.**
* About us.
* Description:
* Day-to-Day tasks.
* Outcomes/expectations.
* Job details (remuneration, benefits, super, profit share).
* Technical expertise/Skills.
* Team-work experience/Just experience.
* Leadership and management techniques/If relevant (previously in management or applying for management).
* Innovative thinking (agile), what makes you special.
* **Which jobs are required:**
* Marketing.
* Publishing.
* QA/Testing.
* Website developer.
* Steam manager.
* **Testing:**
* Test name.
* Test ID.
* Test conditions.
* Test Results.
* Pass/fail?
* **What to do for the week ahead.**
* **Connor:**
* Get projectile done.
* Continue to work on power up icons.
* **Corbin:**
* Do soundtrack.
* Make it so audio is created in audio only and can be called from other classes.
* **Hamilton:**
* Draw spikes and falling platform.
* Make spikes and falling classes.
* Make randomly generated images/object i.e., fridge, car, toxic tank, washing machine.
* Make level.
* **Leo:**
* Cog/heart into HUD.
* Correct projectile incrementor/decrementor.
* Upgrades in HUD.
* Fix jumping graphic.
* **Michael:**
* Need to fix projectile spawn point.
* Implement health.
* If possible - particle effect.
* **Ross:**
* Finish enemies.
* Get projectiles to shoot – enemy.
* Implement boss.
* **Everyone.**
* Do Trello stuff.
* Create group to-do's and add comments.
* Add artefacts to project related cards.