**Week 12 Meeting Agenda and Minutes.**

* **Progress in the past week towards TURD and A3P1.**
* **Corbin.**
* Connected most sounds to in game actions.
* Done sample versions of soundtrack, need to put in game.
* Done all A3P1 work except for Goals and Job Description.
* **Connor.**
* Not present.
* **Hamilton.**
* Overhauled platform classes (need to increase jump height).
* Started to build level map.
* **Leo.**
* Not present.
* **Michael.**
* Finished all the other two courses, this is all he has got for the week.
* **Ross.**
* Enemy put in game – damage working.
* Damage working on player.
* Got projectile working with correct direction.
* Enemy drops scrap.
* Enemy projectile makes scrap.
* Player can pick up scrap.
* Reworked object list.
* Changed the physics a bit.
* **What is left to finalize TURD.**
* Soundtrack in.
* Enemy attack sound.
* Change players move sound.
* Finish the level.
* Enemy movement.
* Boss shoots fast, moves quicker, higher health.
* Hazards to damage player.
* Put actual scrap/health icons in HUD.
* Textures are being loaded for each terrain object.
* **A3P2 – Video.**
* Everyone
* **The week ahead.**
* Assessment 3 Part 1 work. Please refer to summary and break up doc on teams.