**Week 6 Group Meeting Agenda.**

**Progress discussion:**

* **Connor : Graphics Assets.**
  + Due to extensive circumstances could not begin work.
* **Corbin : Audio.**
  + Hard to find documentation and tutorials.
    - Finding correct version of syntax to use.
* **Hamilton : Platform.**
  + Basic level design.
  + Just produce basic platform.
    - Basic logic in parent class:
      * Cannot move through etc.
    - Specific details in child classes.
      * Sizing, x/y etc.
* **Leo : Graphics.**
  + Creating shapes?
  + What to render over.
* **Michael : Game.**
  + Not present.
* **Ross : GameObject.**
  + Waiting on UML.

**Assessment 2 Artefacts:**

* **Connor :** Basic level graphics.
* **Corbin :** Stock audio that plays on a few actions.
* **Hamilton :** Platforms that exist in game, basic level design for sandbox.
* **Leo :** Can render low level graphics over in game objects.
* **Michael :** Sandbox level that is playable, player projectiles.
* **Ross :** Player and enemy movement.

**Additional Comments:**

* Resources:
  + <https://ahbejarano.gitbook.io/lwjglgamedev/>
  + <https://www.youtube.com/watch?v=ptjIf_9CKGE>

**To do’s:**

* **Everyone continues to work on their personal areas:**
  + **Connor:** Low level “concept” sketches. Decide on character and object shapes.
  + **Corbin:** Produce a sound that is activated by user input through the console.
  + **Hamilton:** Begin work on the parent class for platform. Be able to produce an object that cannot be passed through in-game.
  + **Leo:** Be able to render a texture over an in-game object. Platform/Player etc.
  + **Michael:** Work on the game physics and playable window. Begin to work on projectile requirements.
  + **Ross:** Introduce player movement by user input: jump, move etc.