**Meeting 6 Week 7 Agenda and Minutes.**

* **Revision of our progress:**
  + **Connor:** Not present.
  + **Corbin:** 
    - Has errors but very close.
    - Needs to make a UML of audio.
  + **Hamilton:**
    - Able to produce platform object.
      * Resizable.
      * Cannot move through it.
    - Create parent and child classes.
  + **Leo:**
    - Needs to know which textures are repeating.
    - Working out buffering still.
  + **Michael:**
    - Can move right but not left.
    - Has created jump function.
  + **Ross:**
    - Created game objects and lists.
    - Static objects.
    - Basic Player.
    - AI – Needs work.
    - Player Input.
    - Ghetto Collisions.
* **Assessment 4 – Peer Feedback 1:**
  + Team get-together after mentor meeting to review team 1.
* **Next week:**
  + Everyone continues working on personal classes.
  + Complete peer review.

**Example of inheritance:**

**GameObject (Abstract) 🡪 Platform (Abstract) 🡪 LongPlatform/ShortPlatform/TallPlatform**