**Week 10 Meeting Agenda and Minutes.**

* **Our progress over the past week:**
  + **Corbin:**
    - **Elevator pitch.**
    - **Went through checking for bugs, turned out to be console in audio class.**
    - **Preparing for sounds:**
      * **Jump.**
      * **Shoot.**
      * **Pick up scrap.**
      * **Player and enemy damage.**
      * **Soundtrack.**
  + **Connor:**
    - **Not done much regarding BITS project work. Will start tonight 04/05.**
  + **Hamilton:**
    - **Has been adding platforms.**
  + **Leo:**
    - **Went through loading graphics into game with Ross.**
  + **Michael:**
    - * **Mouse input.**
      * **Bullets/projectiles.**
  + **Ross:**
    - **Camera class.**
    - **Render.**
    - **Tick.**
    - **Redoing basic player movement.**
* **To do:**
  + **Corbin:**
    - **Continue to make sounds for program.**
  + **Connor:**
    - **To be advised.**
  + **Hamilton:**
    - **Going to work on hazards (spikes, falling, pits).**
  + **Leo:**
    - **Get graphic to load onto in game object.**
  + **Michael:**
    - **Complete projectile.**
    - **Add scrap (health/ammo).**
  + **Ross:**
    - **Enemies.**