09/26/16 Group Meeting

* Present:
  + David
  + Charlie
* Discussed Progress
  + Movement set up, not working
    - Issue: input not connected to player’s pawn
  + Fully textured model rendered
* Discussed Moving Forward
  + Charlie:
    - Focusing on FPS aspects
      * Shooting
      * Hit detection
  + David:
    - Focusing on AI
      * Adding AI agents into the world
      * “Functional” AI
        + Moving
        + Shooting