Weekly Report 29/9/17

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|  | Attendance | Input | Work Done |
| John Walsh O Reilly | 10 | 10 | 10 |
| Joseph Enright | 10 | 10 | 10 |
| Michael Edgar | 10 | 10 | 10 |
| Shane Morley | 10 | 10 | 10 |
| Zach Overy | 10 | 10 | 10 |

We had a meeting on the 29th November to discuss our plan for the project overall. This meeting was attended by John, Michael and Zach. We concluded that by the 4th October, we should all have our interfaces for the project completed, with suitable pseudocode. On the 6th October, Zach will presented the final version of the rock for the group. On the 11th October, Shane will have completed the rock, enemy and egg models for the project. On the 20th October, Everyone in the group will present a test version of their project. Zach will present a test version of a top down camera that follows the player. John will present a test scenario which shows a working pop-up score. Joseph will present a test of the enemy AI. Shane will present a test version of the egg. Michael will present a test scenario, which will spawn a random number of different blocks that will be stored in a list. Everyone will be finished coding their individual portions of the project by the middle of November. John will then test everybody’s code and we will correct any errors in our code.