

Week 2 Meeting Minutes

- Issues/ Questions – Faiz was having issues with Git. Was resolved and was able to pull and merge.
- Went Over our Code –
 - Faiz went over his vehicle movement
 - Marc went over his sprites and then we discussed how to load all of our sprites
 - We decided on potentially loading all of the sprites into photoshop and using that to load all of our textures
- Task Matrix – Spoke about our tasks for next week

WEEK	FAIZ	HERMIE	MARC	MICHAEL
3	Vehicle Movement/Controls	Entity Stubs for NPC's, background objects, idle animations	Level Layout, 1 st Iteration Assets, On-foot/Vehicle Entity Stubs	On-foot Movement/Controls
4 (PROTOTYPE)	Cont. movement/controls	Map layout, NPC animation	Background asset, crop NPC assets, NPC stubs	On-foot movement & animation
5				
6				
7 (MINIMUM DELIVERABLES)				
8				
9				
10 (PROJECT COMPLETION)				

Green Text: Completed task on time.

Red Text: Incomplete or removed Task, may need to be re-assigned.