

Minutes

From 1:00 PM

To: 1:50 PM

For today's meeting, we showed what we were able to start/finished on. We also talked about what to do next week.

- Although Faiz wasn't able to attend the meeting, he managed to finish the Collision Helper class.
- Michael got started on the enter/exit animation for the vehicle but not completed.
- Hermie was able to get started on vehicle AI but not completed. Marc suggests to look into the drivercar class.
- Marc was able to finish map expansion and vehicle physics aspects.

For next week, Mar will work on collisions, I will continue on vehicle and pedestrian AI, and Michael will finish the HUD.

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)	Controls, physics	Map layout, NPC animation	Background asset, crop NPC assets, NPC stubs	On-foot controls, enter/exit vehicle
5	Collision Helper Class, Goal Marker Stubs	Vehicle/Pedestrian AI	Map Panning, Car Physics	HUD, goal arrows(?)
6	Goal Marker Stubs, Start/Complete missions	Finish Vehicle, Pedestrian AI	Collisions, Building assets & stubs	HUD
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.