

2:26 – 3:10 pm

Week 4 Meeting Minutes (January 28, 2021)

Done as of Thursday:

- Marc was able to finish vehicle and main character movement / display background.
- Michael was able to finish main character controls.
- Hermie was able to finish NPC (pedestrian and cars) movements.

To be done by Next Week:

- Faiz to finish on foot collisions / Collision Helper class.
- Marc – Map panning / vehicle physics
- Hermie and Michael - HUD / goal arrows / NPC and Car AI

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	HUD, goal arrows(?)	Map Panning, Car Physics	Vehicle/Pedestrian AI
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.