

### **Meeting Minutes**

1 PM – Introductions, recap of our weeks and how they went

1:05 – Michael started off by showing what he completed this week (Health Bar)

1:10 – Hermie showed what he completed this week (Adding more AI's and creating the movement for the Vehicle AI's)

1:15 – Faiz showed what he completed this week (Starting a mission inside of the game)

1:20 – Marc showed what he completed this week (Finished the collisions with both vehicles and pedestrians as well as creating stubs for our classes)

1:25 – Discussed what needed to be fixed for this week, what improvements could be made on what we completed.

1:35 – Started to looking to next week and what need to have completed for our minimum deliverables and started assigning tasks.

1:50 – Ended meeting

WEEK	FAIZ	HERMIE	MARC	MICHAEL
3	Vehicle Movement/Controls	Entity Stubs for NPC's, background objects, idle animations	Level Layout, 1 <sup>st</sup> 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)	Mission Details, Goal Arrows	Collision Details, Sound Effects (?)	Enter/Exit proximity, Populate Map, fix car color issue	Scoreboard
8				
9				
10 (PROJECT COMPLETION)				

Green Text: Completed task on time.

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