

Week 8 Meeting Minutes

- 1:00 PM – Recap of the week and meeting
- 1:07 PM – Went over new ideas for implementations, and what was completed on the task matrix
 - New map ideas
 - Money counters vs time counters
 - Loading screen
- 1:18 PM – Started assigning tasks to the task matrix
- 1:25 PM – Ended meeting

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)	Mission Details, Goal Arrows	Collision Details	Enter/Exit proximity, Populate Map, fix car color issue	Scoreboard
8	Intro Screen	Sound Effects, AI	Map, AI	Money System
9				
10 (PROJECT COMPLETION)				

Green Text: Completed task on time.

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