Week 9 Minute Meetings

1:00 PM – Introductions and went over what happened in the week.

1:05 PM – Faiz showed his title screen and how he implemented it. Then posed the question of what direction the title screen should go.

1:10 PM – Michael showed his timer and how he implemented it. Had some bugs but majority of the code was working.

1:20 PM – Hermie also showed his work which was the sound effects. He too had a majority of the code finished, but there were also bugs that he was still working on.

1:35 PM – Michael showed his work and the AI system he was implementing. He was also still working on his map, but he had a lot of his work finished for the week.

1:45 PM – Assigned work for the task matrix for next week.

1:50 PM – Started working on the group evaluations and evaluating each group.

2:15 PM – Finished group evaluations and ended the meeting.

WEEK	FAIZ	HERMIE	MARC	MICHAEL
3	Vehicle Movement/Controls	Entity Stubs for NPC's, background objects, idle animations	Level Layout, 1st 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	Debugging, mini map	Debugging, sound effects	Debugging, finish map, AI	Debugging, money system implementation
10 (PROJECT COMPLETION)				

Green Text: Completed task on time.
Red Text: Incomplete or removed Task, may need to be re-assigned.
Green/Red Text: Partially complete.