Week 2 Meeting Minutes

* Issues/ Questions – Faiz was having issues with Git. Was resolved and was able to pull and merge.
* Went Over our Code –
  + Faiz went over his vehicle movement
  + Marc went over his sprites and then we discussed how to load all of our sprites
    - We decided on potentially loading all of the sprites into photoshop and using that to load all of our textures
* Task Matrix – Spoke about our tasks for next week

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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) | Cont. movement/controls | Map layout, NPC animation | Background asset, crop NPC assets, NPC stubs | On-foot movement & animation |
| 5 |  |  |  |  |
| 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.