Minutes

From 1:00 PM

To: 1:50 PM

For today’s meeting, we showed what we were able to start/finished on. We also talked about what to do next week.

* Although Faiz wasn’t able to attend the meeting, he managed to finish the Collision Helper class.
* Michael got started on the enter/exit animation for the vehicle but not completed.
* Hermie was able to get started on vehicle AI but not completed. Marc suggests to look into the drivercar class.
* Marc was able to finish map expansion and vehicle physics aspects.

For next week, Marc will work on collisions, I will continue on vehicle and pedestrian AI, and Michael will finish the HUD.

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| 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) |  |  |  |  |
| 8 |  |  |  |  |
| 9 |  |  |  |  |
| 10 (project completion) |  |  |  |  |

Green Text: Completed task on time.

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