***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

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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) | 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.