***The squad***

***Meeting 2:***

Kadeem Anglin

Tyreke Robotham

William-Scott Walters

***Status updates:***

**What the game is:** We have established the game we will be making is a top down 2d racing game made using c++.

**Currently working on:**

Getting the character key movements using the WASD keys and testing it by adding a simple object, like a square, and adding velocity to it.

Doing research on how to go about coding the game to have the desired behaviour we had intended.

Gathering the right assets to create the game visually. The game will have a pixelated look.

**Completed:**

We completed the creation of the window using openGL, which works as intended.

**Blockers:**

Finding the correct scripting methods to code the game so as to accomplish the task we have set out to do this week.

**Next steps:**

Currently uncertain about our next steps until we have moved further with coding what we have set out to do for this week.

**Current group contribution:**

Everyone working and doing their part to gather the knowledge needed to make our game step by step and we have all recommended videos to each other.

We have decided that we will alternate between the group reports so every time we have a group meeting one of us will due the report.