Meeting Minutes: 3/25/20

Meeting Start: 3:00pm

Present Members: Matthew Floyd, Ben Wabschall, Yun Chi

Absent: Tristan Redding, Bryce Ostrem

Basic Goals:

Examine the new checkpoint requirements and come up with a plan of attack.

Rough Breakdown:

Reading the file .mze

Convert line data from raw binary to floats

Draw line data to each tile

Tasks:

Yun Chi on file access and reading.

Ben on converting from raw data to floats.

Matt on using floats to draw on tiles.

Tristan on UML and refactor.

Refactor code, especially stuff that was thrown into gameWindow.

Bryce on research.

Work on setting up the next meeting so all members can attend and be on the same page. Ben on making a doodle poll to get a good time for the next meeting

Meeting End: 3:30pm