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**TEAM 9 MEETING**

**MINUTES**

**Week 9 Group Meeting**

**Meeting Details**

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| **Team Name:** | Team 9 |
| **Meeting Date:** | 29nd September |
| **Time:** | 10:00AM - 10:30AM |
| **Venue:** | Discord Call |
| **Attendees:** | Isaac, Rodney, Josh, Dhruv, Dennis, Matthew |
| **Absent Members:** |  |
| **Minutes Taker:** | Dennis |

**Agenda Details**

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| Tasks | Sub-tasks |
| Discussions/Clarifications | * Discuss what has been done * Allocate project roles for sprint 3 * Go through the issues page |
| Next Meeting | * Go through the issues page in github * Type up documents for the weekly submissions |

**Meeting Commences (10:00am)**

Rodney Warns the team of the cutoff date for individual submission for sprint 2

Matthew Has been tinkering with blender, and will attempt to incorporate it to unity

Matthew Will tinker in unity and play around with the lightning model like the client mentioned

Matt Shares a screenshot of the lab’s 3D model progres

Isaac Enquires about git issues

Dhruv voices concerns about group leader role, stating that it might take too much time

Isaac,Rodney mentions that most of the responsibility is just communicating and submitting tasks, agrees to help dhruv in his tasks

Dhruv Agrees to be spring 3 group leader

Rodney Reminds people of the issues branch in github, and that the group should go through it and try solving some

Dhruv, Isaac Feels that the collisions should be divided into 2, boundary and particle collision

Team Feels that if the collisions are done right, we can fulfill the clients request of the boxing variant

**Meeting concludes at 10:30am**