EEE507J2 – OBJECT ORIENTED PROGRAMMING

MINI PROJECT MEETING – WEEK 11

AGENDA

1. Chair Cathal O’Callaghan

Secre-Jeremy Eastwood-Smyth

1. No apologies
2. T-Heavy flicker reduced

Jo-Non-functional and excess code removed

Je- Rangefinder full functionality now working

Co-Return function for stats generated

Ca-Character name function created, unable to pull first character from string to set as character icon.

1. T- Need to be able to tell wall position so to prevent movement through walls

Jo-looking to prevent loop created in menu

Je-Look into setting character high scores

Co-Look into assigning xp for each kill and to get int main running

Ca-Look into getting int main running

1. All-

Work together to get full game closed and together. Bug fixes and issues to said in chat immediately and work together to finish project.