**Weekly Meeting – Week 2**

# Team Members

Samuel Devaney Stewart- B00349579

Ryan John Ritchie – B00349542

Gregor McFarlane – B00349217

# Team Overview

Samuel Devaney Stewart – Lead Programmer, Assets, Audio, Hazards/Objects throughout level, Documentation

Gregor McFarlane – Lead level Developer, Programmer, Lead Documentation, Enemy placement

Ryan John Ritchie – Lead level developer, Programmer, Documentation

# Weekly Meeting

We started development of our 3D game and began creating our Proposed Plan Document. We created the layout we would use for the Technical document and started creating a Gantt chart to help us focus on which tasks we need to do for certain weeks

# What we need to do for next week

Finish the Proposed plan document and start the Technical Document. Continue with development of the game.