**Weekly Meeting – Week 3**

# 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 continued the development of our 3D game and finished the Proposed Plan Document. We started with the Technical document and continued to update our Gantt chart with our progress. We were unable to continue with Game Development due to the University computers not functioning correctly with Unity. With this new Knowledge we had meeting to discuss alternatives and decided to use University Labs for Documentation

# What we need to do for next week

Continue with the Technical Document and game