**Weekly Meeting – Week 4**

# 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 with the Technical document and also continued our work with the 3D Game. We made sure all the assets we gathered were fair use/copyright free and continued to update our planning documents

# What we need to do for next week

Continue with the technical document and start creating the Game Design Document. Continue with Game Development and update Gantt chart when necessary.