**Weekly Meeting – Week 7**

# 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 finishing the programming involved within our prototype. We began creating the over-all level for our game, with the first task of creating the lights. We also continued with the GDD

# What we need to do for next week

Continue with level creation and GDD