**Weekly Meeting – Week 8**

# 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 finished creating the overall light source that would be used within the level, we decided to begin working on enemy placements and triggers that would be used throughout the level. We continued with the GDD.

# What we need to do for next week

Continue with level design and GDD