**Weekly Meeting – Week 9**

# 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 the overall enemy and trigger placements within the map. We continued with the overall level design and the GDD document

# What we need to do for next week

Continue with level design and GDD