**Minutes of Group A meeting.**

**Dave, Jack, Lee, Christian, Laura**

**Week One**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Dave** | **Christian** | **Lee** | **Laura** | **Jack** |
| **Attendance** | 10 | 10 | 10 | 10 | 10 |
| **Input** | 10 | 10 | 10 | 10 | 10 |
| **Work Done to Date** | 10 | 10 | 10 | 10 | 10 |

**Done: Show up!**

**To do**

Dave - Get 3d models, begin work on movement

Laura – Begin work on pickup items

Christian – Begin work on ice block and interfaces

Lee - Begin work on score

Jack - Spawn world

**Week 2**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Dave** | **Christian** | **Lee** | **Laura** | **Jack** |
| **Attendance** | 10 | 10 | 10 | 10 | 10 |
| **Input** | 10 | 10 | 10 | 10 | 10 |
| **Work Done to Date** | 10 | 10 | 10 | 10 | 10 |

To Do:

Dave – test scene with limits

Laura – Decide what the four items will be worth

Lee – working on the score

Christian – Make test scene to test collision Detection

Jack – Build world

**Week 3**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Dave** | **Christian** | **Lee** | **Laura** | **Jack** |
| **Attendance** | 10 | 10 | Sick | 10 | 10 |
| **Input** | 10 | 10 | 10 | 10 | 10 |
| **Work Done to Date** | 8 | 10 | 10 | 10 | 10 |

To do:

Dave – call push functions once collider enters the player

Laura – timer

Christian – Be able to destroy & be able to tell what ice block is colliding with

Jack – be able to tell everyone’s position

Lee – TBC.