**Airhockey Meeting Summary 10.20.2009**

We will be using my engine for the core components of this project. Rendering, Math, Audio.

This Weekend Tasks

Projection Creation -Joel

FBX Loader -Joel

Camera work -Joel

Physics – Box2d -Mike

GameState's roughed in -Mike (MainMenuState,NetLobbyState,GameState,GameWinState,PauseStatem,SettingsState)

Low Level Network API -David (Pending Dr. Harris approval)

(I would like to see a threaded network layer, let's talk about the feasibility)

Game Level Network Layer -David (Pending Dr. Harris approval)

(CreateSession,EnumSessions,JoinSession,JoinDirectIP,LeaveSession)

Next Weekend Tasks (Tentative)

Hardware Buffers -Joel

Dynamic Lights -Joel

Norm/Spec Mapping -Joel

Input Interface -Mike/David

(Includes PlayerInput,NetworkPlayerInput,AIPlayerInput)

Player Interface -Mike

**Game Implementation Notes:**

Main Menu

One Player -Grad req

Two Player

Network Play -EC

Settings

Exit

Network Lobby

Host  
Join

Back to Main Menu

Paused Menu

Main Menu (Quit Game)

Settings

Back to game

Settings Menu

Music Volume -EC

SFX Volume -EC

Change paddle type -Grad req