Project 2 meeting minutes

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| Facilitator: | *Liam Hickey* |
| Recorder: | *John O’ Meara* |
| Date: | *22/01/2018* |
| Time: | *10:27am* |
| Attendees: | *David O’ Gorman*  *Eric O’ Toole*  *Liam Hickey*  *Michael Bridgette*  *John O’ Meara* |

# **Agenda items**

## Tracks

Liam brought up the question of how to implement the track. Suggested implementation is a straight road with off-road collision handled by checking the player’s X-coordinate against what is declared as a safe zone. An alternate suggestion was to use collision planes that would allow different shaped roads.

## AI

Eric brought up the question of how to implement enemy behaviours. Suggestions were to have civilian cars dodge others within a certain radius. Enemy cars would drive directly towards the enemy.

# **Discussion**

First meeting went alright. The meeting was slightly uncoordinated and directionless, but this is understandable as it is the first meeting and the actual project hasn’t been started yet.