Project 2 meeting minutes

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| Facilitator: | Liam Hickey |
| Recorder: | Eric O’Toole |
| Date: | 19/02/2018 |
| Time: | 10:10 |
| Attendees: | David O’ Gorman, Liam Hickey, Eric O’ Toole, Michael Bridgette, John O’Meara |

# Agenda items

1. *Discuss improvements made so far with both track generation as well as AI.*
2. *Evaluate improvements and propose how to move forward.*
3. *Discuss car movement and how it could possibly be improved further.*

Discussion

*This week we discussed some different strategies regarding car movement and ways in which we could improve it to increase the overall quality of the final game. We also further discussed track generation for the game and how it could be implemented. Some of the group were more in favour of procedural generation as opposed to a longer track that would loop in some way. AI was also once again discussed as to what the possible implementations of it were and how they could work. Some of the group members have made progress in terms of AI that can follow a curved track. Finally we also discussed goals that we would try to accomplish between now and the next time we have a meeting.*

Action Items

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| Action items | Owner(s) | Deadline | Status |
| *AI* | Michael Bridgette, David O’Gorman | 19/02/2018 | TODO |
| Track Generation | John O’Meara, Liam Hickey | 19/02/2018 | TODO |
| Car Movement | Michael Bridgette, Eric O’Toole, David O’Gorman | 19/02/2018 | TODO |