COS 125 Minutes
December 5, 2013 Team 9 Meeting #5

3:00 pm Fogler Library Reserve Reading Room

Sherry Pennington

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1. Roll Call

L. Name + Initial	Role	Physically Present	Virtually Present	Absent	Late	Excused
Moore, N	Leader	X				
Parker, H	Arch					X
Al Bakir, N	Coder	X				
Jordan, B	Tester	X				
Wallace, E	Graphics Designer	X				
Pennington, S	Editor	X				

2. Approve Past Minutes

Proposed Action: To approve the minutes from the Nov 14th meeting.
Discussion:
Actions: Approved

3. Purpose of the Meeting

Proposed Actions: Finish tasks to complete game for next week.
Discussion: Shared latest updates to the game and answered questions.
Actions:

4. Nathan's Assignments

Proposed Assignments:	
Work on game engines	
Discussion:	
Actions:	

5. Holden's Assignments

Proposed Assignments:	
Work on poster.	
Discussion:	
Actions:	

6. Numan's Assignments

Proposed Assignments:	
Add more enemies to game and help Holden with the poster.	
Discussion:	
Had a question on how to create new enemies and update files.	
Actions:	

7. Ben's Assignments

Proposed Assignments:	
Work on new enemies with Numan.	
Discussion:	
Shared idea for first level (leaving house and walking down to a railroad).	
Actions:	

8. Elliot's Assignments

Proposed Assignments:
Work on tile maps, music, and graphics.

Discussion:

Actions:

9. Sherry's Assignments

Proposed Assignments:
Write up minutes for meeting and share on Assembla.
Get all team documents on Assembla.

Discussion:
Has a nice color printer and is willing to print things for the poster.

Actions:

10. Approvals

Name (Alphabetical Order)	**Initials**	**Date**
Al Bakir, Numan		
Jordan, Ben		
Moore, Nathan		
Parker, Holden		
Pennington, Sherry	**SP**	**12/6/13**
Wallace, Elliot		