

## MEETING #2, 13.11.2021

### PARTICIPANTS

1. Kerkko Konola
2. Mark Heidmets
3. Niko Kemppe

### SUMMARY OF WORKS

Mark: Created the mode structure (MainMenu, LevelMenu, Level). Created buttons to navigate between the modes.

Niko: Graphical testing on the layout branch, there were some unresolved conflicts (Mark managed to solve them). Turret, Projectile and Enemy base classes were implemented to the layout branch.

Kerkko: Was very busy this week, no progress.

### CHALLENGES

Mark: Challenges in writing the makefile to make it more efficient.

Niko: Ran into the same problems with the makefile, problems with Windows/Linux compatibility.

Kerkko: -

### STATUS / TO DO NEXT

The map reading from a text file is bottlenecking our progress right now. When that is solved, the game logic and graphical view can be developed more to actually bring the game to life.