

MEETING #1, 2.11.2021

PARTICIPANTS

1. Kerkko Konola
2. Mark Heidmets
3. Minh Dinh
4. Niko Kemppe

SUMMARY OF WORKS

Mark: Created basic classes (Game, World). Implemented ResourceHolder.

Niko: Downloaded SFML, started implementing environment. Planned implementations of the classes Turret and Enemy.

Minh: Designed main menu, tower menu and buttons.

Kerkko: Installed tools required, planned organizing this meeting.

CHALLENGES

Mark: The main structure is challenging to make.

Niko: SFML download was a struggle.

Minh: -

Kerkko: -

STATUS / TO DO NEXT

The project is still in a very early stage but we are at a point where about everyone has installed the tools required and is ready to do some serious programming. Next up, we have to complete the main classes: World, Game, Level and Menu, and start implementing Enemy and Turret after that.