**Meeting date:** 11.03.2019

**Meeting goal:** To establish each team member’s roles

**Goals achieved:** Team members’ roles have been established

**Place of meeting:** Lab room

**Duration:** 1 hour

**Contributors:** everyone

**Meeting date:** 18.03.2019

**Meeting goal:** To think about desired tank’s behavior

**Goals achieved:** Tank’s behavior has been established; the game has been analyzed; created GitHub repository

**Place of meeting:** Lab room

**Duration:** 1 hour

**Contributors:** everyone

**Meeting date:** 25.03.2019

**Meeting goal:** To think about desired AI techniques

**Goals achieved:** Desired AI techniques have been chosen; introduced finite state machines to the code

**Place of meeting:** Lab room

**Duration:** 1 hour

**Contributors:** everyone

**Meeting date:** 01.04.2019

**Meeting goal:** To make tank moving to a random spot; to make tank detecting player’s bases

**Goals achieved:** Tank is moving around, changes move target when hits an obstacle; can detect and fire at enemy bases; tank prioritizes bases upon calculated distance (closer bases have bigger priority)

**Place of meeting:** Discord (online)

**Duration:** 2.5 hours

**Contributors:** everyone

**Meeting date:** 02.04.2019

**Meeting goal:** To make tank detecting the player

**Goals achieved:** Tank can detect the player and fire at the player

**Place of meeting:** Discord (online)

**Duration:** 3 hours

**Contributors:** everyone

**Meeting date:** 03.04.2019

**Meeting goal:** To make tank scan the area around when reached move destination; to prioritize player as a target; to reset turret’s position so it always faces forward

**Goals achieved:** Tank scans the area around; tank prioritizes enemy when choosing the target; turret position is being reset.

**Place of meeting:** Discord (online)

**Duration:** 4 hours

**Contributors:** everyone

**Meeting date:** 07.04.2019

**Meeting goal:** redesign movement to A\*

**Goals achieved:** A\* introduced

**Place of meeting:** Discord (online)

**Duration:** 5 hours

**Contributors:** everyone

**Meeting date:** 08.04.2019

**Meeting goal:** To improve A\* functionality

**Goals achieved:** A\* is now fully functional, with dynamically locating obstacles (and updating its path upon that), not being stuck in walls – AI tank is actively looking for player’s bases

**Place of meeting:** Discord (online)

**Duration:** 4 hours

**Contributors:** everyone

**Meeting date:** 09.04.2019

**Meeting goal:** To make turret keep aiming at player when player’s in sight

**Goals achieved:** Turret keeps aiming at player

**Place of meeting:** Discord (online)

**Duration:** 2 hours

**Contributors:** everyone

**Meeting date:** 10.04.2019

**Meeting goal:** Final testing; review and revaluate code; clean the code up; review team member’s work; to make tank keep track of its ammo

**Goals achieved:** Tests passed successfully; cleaned the code; team member’s work reviewed; when tank’s out of ammo it just moves around

**Place of meeting:** Discord (online)

**Duration:** 2.5 hour

**Contributors:** everyone