COS 125 Minutes 3

4/8/2013 Team 1 Meeting 3

Monday at 4:45pm at the front lobby of Fogler Library

Minutes Creator: Sirus Ahmad

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1. Key issues that NEED to be addressed

What issues are there in the game and discuss how the physics will be working the pinball game.

2. Roll Call

Last Name and Initial	Role	Physically Present	Virtually Present	Absent	Late	Excused
Picard A	Leader	x				
Dunn N	Architect	x				
Goulet J	Coder	x				
Brunton A	Tester	x				
Doyen K	Graphics Designer	x				

Ahmad S	Editor	x				

3. Approve the Past Minutes

Proposed Action:
Discussion of last minutes:
Actions taken for last

4. Goals of the Meeting

Goals entering meeting: Introduce our new member Katherine Doyen and discuss what issues need to be addressed and how the physics will work.
Discussion of goals: Nathan (Architect) discussed the physics of the game by explaining vectors, force, velocity and acceleration to all team members and how he will implement them along with the tester and coder. Everyone listened and provided input.
Goals Accomplished: The team has a better understanding of what the physics will look like and we identified two major issues, collision detection and the spinning of the ball. All members where assigned to think of two "powerups" to alter the game.

5. Project Leader Assignments

Discussion:
Previous Assignment:
New Tasks assigned:

Performance Rating (Circle one): Poor   Fair   Good   <u>Excellent</u>

6. Editor Assignments

Discussion:
Previous assignment:
New Tasks assigned:

Performance Rating (Circle one): Poor   Fair   Good   <u>Excellent</u>

7. Architect Assignments

Discussion: Explain the physics of the game and what he wants in the game
Previous assignment: Have something to discuss to the other team members about the physics and any issues.
New Tasks assigned: Work on code with coder and try to get a working version by next Monday

Performance Rating (Circle one): Poor   Fair   Good   <u>Excellent</u>

8. Coder Assignments

Discussion:
Previous assignment:
New Tasks assigned: Work on code with Architect and try to get a working version by next Monday

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Performance Rating (Circle one): Poor   Fair   Good   <u>Excellent</u>

9. Tester Assignments

Discussion:
Previous assignment:
New Tasks assigned: When a version is made, try to test for any bugs in the working game

Performance Rating (Circle one): Poor   Fair   Good   <u>Excellent</u>

10.   Graphics Designers Assignments

Previous tasks:
Previous assignment:
New Tasks assigned:

Performance Rating (Circle one): Poor   Fair   Good   <u>Excellent</u>

11.   Changes in Team Status

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12. Approvals

Name (Alphabetical Order)	Initials	Date
Sirus Ahmad	SA	4/21/2013
Alex Brunton	AB	4/21/2013
Katherine Doyen	KD	4/21/2013
Nathan Dunn	ND	4/21/2013
John Goulet	JG	4/21/2013
Anthony Picard	AP	4/21/2013