

Staroids Meeting Minutes

Eoin Lynagh

Oct 15, 2018

Meeting Information			
Project Name:	Group Number:	Location:	Time:
Staroids	20	Thode	19:00

1. Meeting Objective

The objective of this meeting was to iron out issues with the title screen and with the asteroids. We are especially finding creating asteroids as different objects with different velocities to be a challenge.

2. Attendees

Present Members		
Project Member Name:	Project Member Student Number:	Role:
Eoin Lynagh	400067675	Scribe
Moziah San Vicente	400091284	Technology Expert
Jason Nagy	400055130	Project Leader

3. What Has Been Done Since Last Meeting

- Added sound (andd mute)
- Added structure of alien, alien bullets
- Finished collision
- Began modularization

4. Is Anything Slowing Your Team Down?

- Making the asteroids seperate entites
- details of the collision in the final release

5. Notes, Decisions, Issues

- We agreed on making the asteroids circles for now.
- We agreed to make the maximum speed in the x and y seperate for now
- We agreed to move the FSM into a different file set

6. What Will Be Done Before Next Meeting

- Finish asteroids
- Finish work on title screen

7. Next Meeting

Location:	Date:	Time:
xxx	xxx	xxx