

## Agenda for meeting on 17-3-2020

Project: 1-2 Crazy Putting

Date: 16/3/2020

Group number: 4

Group members: René Steeman, Aaron Schapira, Ivan Poliakov, Jean Janssen, Matthijs Kusters, Hoaran Luan

Chair: Aaron Schapira

Secretary: Matthijs Kusters

1. Opening at 10:20
2. State of the project (8 minutes)
  - a. Completed tasks/milestones  
 Finished: basic terrain, 3D ball and flag, main menu  
 In progress: improved terrain, function parser, physics, in-game UI, resetting the ball after hitting water, course input-output module, game modes, course designer.
3. Planning (3 minutes)
  - a. Things to do before the next meeting: improved terrain, function parser, physics, in-game UI, resetting the ball after hitting water, course input-output module, game modes, course designer.
  - b. Everyday we 'meet' at 9:00 to talk about what we'll do that day and the progress so far and there'll also be a short meeting at 19:00 about our progress that day.
  - c. Planning of the complete phase

René	3D model for ball and pole (in-engine)							
Aaron	Menu UI / Course designer							
Ivan	2 Game modes + Course input-output module + help on physics							
Jean	In-game UI							
Matthijs	Function parser + physics							
Huan	Game rules							
Description	16-mrt	17-mrt	18-mrt	19-mrt				
3D models for ball and pole (in-engine)								
Game rules								
Function parser								
Physics								
In-game UI								
Course input-output module								
2 Game modes								
Menu UI / course designer								
Make it a game								

4. Any other business (3 minutes)
  - a. From group: What is being meant by game rule 2 (Play at any point such that the place where the ball fell into the water is directly between that point and the hole.)? Clarification of the course input.
  - b. From tutor (3 minutes)
5. Chair/Secretary for the next meeting. Chair: René Steeman Secretary: Jean Janssen.
6. Closing at 10:40