Do It Tomorrow

# Meeting

Date: 6 February 2013

Location: Annexe 1-017

**Who was present?**

All four of us were present for this meeting.

* Chairperson: Rob Lowe
* Secretary: Colm Mulhall

**Agenda**

* What way should we go about creating the game?
* Who will present which slide for the presentation?

**Minutes**

In this meeting we began thinking about how we would go about creating a game. We thought up of the different technologies available and what we were most experienced with. We decided that if we were to get our desired project that we would use XNA to program the game. Our group has experience in this are so it would be very useful. We also decided that we should use Blender for the 3D objects as it is open source.

Next up we talked about the project pitch presentation which was to take place the following day. We had already got together and created the relevant slides. We each decided to take certain parts of the presentation to talk about. Rob would start off with the introduction and how the roles were assigned to each team member. Colm would talk about which project we would like to get and why we are best suited to it. Conor would then describe our approach to that project and what technologies we would use. Daniel would then finish off our approach and talk about what other projects we would like if we didn’t get our ideal one.

Our next meeting was scheduled for the next week.