Do It Tomorrow

# Meeting

Date: 1 March 2013

Location: Annexe 1-017

**Who was present?**

All four of us were present for this meeting.

* Chairperson: Rob Lowe
* Secretary: Colm Mulhall

**Agenda**

* Fix Blender models
* Import sounds
* Collision detection

**Minutes**

After our design presentation last week we had to get working on coding the game. We have until Friday the 8th of March to get a working prototype of the game running. So far we have the player movement and bullet shooting sorted. Sounds were added in by Rob for when the bullet shoots. Daniel has got collision detection working between models. It is not yet working between the player and the models.

The tank model for the enemy has been fixed. It now renders correctly from Blender. Enemy AI will be next up on the agenda. We are now working on getting indestructible obstacles in the game as well as a scoring system.