Do It Tomorrow

# Meeting

Date: 22 March 2013

Location: Annexe 1-017

**Who was present?**

Colm and Daniel were present at this meeting. Conor sent his apologies.

**Agenda**

* Enemy tracking
* Documentation
* Presentation

**Minutes**

After another chat with Bryan he explained how to implement enemy tracking in a 3D XNA game. Daniel began work on this. We have currently got no real enemy movement in the game. Colm decided to catch up on the documentation for the group with has been neglected recently due to coding for the Games Fleadh.

Our turn has come up to make a presentation in the class. We will be doing this when we return from our Easter break. The title of the presentation is “*Team project planning approaches & techniques”.*

Conor could not make it to this meeting due to flooding in his area.