Do It Tomorrow

# Meeting

Date: 27 February 2013

Location: Annexe 3-005

**Who was present?**

All four of us were present for this meeting.

* Chairperson: Conor Sargent
* Secretary: Rob Lowe

**Agenda**

* Coding work
* Blender animations

**Minutes**

For this meeting we had to discuss work on coding the game in order to get a prototype up and running. The graphics in Blender had to be worked on. There was a problem with rendering objects to the game screen. This problem was fixed. Research was started on game physics for explosions. We want to create an effect for when the player gets shot and likewise for when the player shoots the enemy.

We scheduled our next meeting for Friday the 1st March. The next two days are to be spent getting various parts of the game working. All completed work will be then updated on GitHub.