Do It Tomorrow

# Meeting

Date: 5 March 2013

Location: Annexe 3-005

**Who was present?**

All three of us were present for this meeting.

**Agenda**

* Yaw movement
* Change radar model
* Explosion animations

**Minutes**

Our team has been reduced to three members after our team leader Rob got an internship. We will therefore be changing our roles in the coming week. For this meeting we had a number of things to work on. Daniel has been working hard on trying to get the player yaw working. He has managed to sort this out as well as implementing radar that tracks the player’s position and maps it onto the screen. Colm has been working on getting random indestructible obstacles up and running which has also been completed. Conor has been looking at how to implement an animation for when an enemy is destroyed. He has got the animation modelled in Blender and is working on getting this implemented into the game.

We have a couple of days of hard work ahead of us now in order to meet our deadline on Friday. We have a few core gameplay elements to work on such as enemy AI and a scoring system. We will continue our work and hope to have a working game by Friday.