Do It Tomorrow

# Meeting

Date: 11 March 2013

Location: Annexe 1-016

**Who was present?**

All three of us were present for this meeting.

* Chairperson: Daniel Hogan
* Secretary: Colm Mulhall

**Agenda**

* Final touches to prototype
* Testing

**Minutes**

We are leaving for the Games Fleadh tomorrow. Our game has been selected as one of the projects to be brought to the Games Fleadh in Thurles. Our meeting today consisted of some last minute changes. We needed to do another full test of the game to make sure that there were no outstanding bugs. It is important that the game plays well when it is being judged.

Small changes were made to the enemy AI and health. We wanted to try create the right game balance for the three levels. It should not be too hard to destroy the enemy just as much as it should not be too easy. In the end we ran out of time trying to get animations working. It is too close to the competition to try implement them so we decided to leave it for now. We will look into implementing that at a later stage when we return for the competition.