

## Group 1 COP4331

### Meeting Notes

November 21, 2014

- Jonathan fixed the scoreboard double-click bug that was causing the game to crash on rare occasions.
- Jonathan will add a start button to registration screen. User will have the choice of clicking the button or pushing Enter on their keyboard.
- We want to be able to build towers between waves of enemies.
- Katie will finalize the fixes for the shooting algorithm, as it was unable to attack non-moving targets.

#### Possible presentation order:

Megan

- Artwork and sprite animation

David

- OOP towers
- Bullet shooting algorithm (Gauss)

Jon

- Scoreboard integration

Will

- Enemy types and balancing

Miguel

- Sound and tower types

Katie

- Anything and everything GameMaker, pathfinding, code, etc.