

Game Development Club

Date: Oct 7, 2015

Attendees:

Jack Nehemias
Samuel Furr
Andrea Torres
Caleb Godwin

Minutes:

1. Figuring out source tree.
2. Music will consist of five eight minute songs with layers to fit the current status of the player.
3. 16 bit .png with 8 bits for color 7bits for the normal(for dynamic lighting) and 1 bit for height(behind or in front of the player)