

Game Development Club

Date: oct 8, 2015

Attendees:

Samuel Furr
Jack Nehemias
Ty heinbough
Marty Elliot
River Willingham
Ralph Widek-steele
Caleb Godwin

Minutes:

1. general work on the game.
2. Openal soft will be used for the audio engine.
3. Opengl for a graphics engine.
4. Glfw for window and input management .
5. Glm for advanced math operations.
6. The character template is on the portal.

Reminders

Tiles are 32 x 32 px
characters are 32 px wide 64 px tall
Art assets are to be exported using .png
Audio files exported to .wav or .ogg