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| MASTERS PROJECT Meeting minutes | |
| Location: | Online Call |
| Date: | 15/05/2023 |
| Time: | 13:00 |
| Facilitator: | Greg Scobie, Brendan Reid |

# Agenda Items

1. Discussion of last week’s work.

* Narrative stuff – b&b thing with ‘games’ from an entity, do we want entity physically in the game?
* Wiki

1. This week’s plans.

* Sketch out and finalise house layout – make sample scenes in unity/sketches and compare, play around with asset pack. (Brendan & Greg)
* Work out core gameplay loop (do task – progress forward -> exit through goal) + other formal elements. (Brendan & Greg)
* Discuss how to implement our first-person controller – how are we going to do this? (head bob, sprint, smooth camera movement, crawl) (Brendan & Greg)
* Audio elements - find some assets (heartbeat, footsteps etc) (Brendan & Greg)
* Find some extra appropriate graphic assets to use.
* Arrange meeting with supervisor!

1. Additional

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| Action Items | Owner(s) | Deadline | Status |
| [Action item] | [Name(s)] | [Date] | [Status, such as In Progress or Complete] |
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