GAMES DESIGN MASTERCLASS

MEETING MINUTES 5

10 January 2022 | 9.00AM | Room A2.14/A2.12

Attendees

Charlotte Spurgeon, Nathan Hessey, Connor Munro

Agenda

Previous business

All Team Members completed a concept drawing of the game

Connor presented his grey box of the tutorial.

Discussion

After viewing Connor’s tutorial design, we discussed changes with him that he needed to make. We also planned who was going to do what this week and decided what needed to be done first. After a meeting with Steve, we realised we were a little bit behind and needed to get something built on ue4.

New business

Begin building a grey box and begin scripting.

Next week’s agenda

Charlotte - Put together a basic grey box of the main level and begin scripting functions for the puzzles

Nathan – Script the telekinesis power. Picking up, moving back and forth and restricting certain objects movement e.g. Platforms in the second jumping puzzle should only move left and right a certain distance.

Adjournment

Charlotte Spurgeon adjourned the meeting at 2.40PM

Submission of minutes

Minutes Submitted by: Charlotte Spurgeon