Minute Meeting – **Starting date & time:** 09/10/2018 – 14:25

**Team Members Present**

Brendan McNally – Artist, documentation and animation

David Marshall – Programmer and documentation

**Team Members Absent**

Ross McGouligan – Team Leader, Art, Animation and documentation (Left Team)

Things discussed

* Art direction was discussed as the artist struggled with drawing humans we as a team have took the direction of making it a more cartoonish style of the game.
* We discussed the level design and came up with ideas of 5 levels and a bonus which was originally supposed to be a level but we thought it would make a better “Bonus level”
* We decided to create a folder on the usb creating all of the folders needed for the art, ui and sound to give the team access to the content at all times.
* David (Programmer) produced a pre-alpha stage of the game to give us an idea of how the game would look.
* Brendan (the art director) has started to make a rough digitalised sketches for the characters.

**Due to week 6 being an off week we decided to talk about the work we would do while we are off:**

**Brendan**

* Brendan is going to start doing a digitalised version of the characters, enemies and the platforms.
* Brendan is going to start the U.I art for the game.
* Brendan is going to sketch how the animation timeline would work in the game.
* Brendan is going to document the art process of making the game.
* Brendan is going to make a logo for the game.
* Brendan is going to create the weapons in the game.
* Brendan is going to put all assets into Github for David to get access it.

**David**

* David is going to finish the first level of the game.
* David is going to finish the level system of the game.
* David is going to implement the enemies in the game.
* David is going to create a basic A.I system in the game.
* David is going to include the player combat in the game.
* David is going to create an interactive system (getting keys, opening the doors etc)
* David will get the content by accessing Github and will upload the game to give access to Brendan.

**End of Meeting date & time**: 09/10/18 – 14:50