**Minutes for meeting:** 11/02/19

**Team:** Joes

**People Present in Meeting:**

* Jonathan Carter (took minutes)
* Oliver Neale
* Edward Goodhew

**Absences:**

* Samuel Wilson

**Meeting Agenda:**

* Check where everyone is at with their current tasks

**Meeting Minutes:**

Meeting began at 11:21.

*This meeting had to be changed from Sunday on discord to Monday in person due to Edward having work on Sunday evenings.*

Edward started off by mentioning that he had started the framework for the dialogue system improving on the script he had used on a previous assignment. He also planned to have a way to trigger the voice recording in script when needed as well as stating that he had commented the script well, so others could use it with ease.

Oliver covered what he had done next, this included the model for the butcher NPC as well as looking for animations for the NPC. He stated that the NPC didn’t have its weapon yet as well as a problem he was facing where the head would stretch and cause a mess. This was later discussed and an idea to fix it was produced where the head of the model would just be invisible in unity. Oliver finished by stating that he had done some research on conservatory wall assets, with little luck as of the meeting.

Jonathan then went over what he had done, starting with the crystal ball saying that he had managed to make a convincing effect with the material moving for the ball to have a moving cloud inside of it. He then went over the fact had managed to make Miranda and successfully get her into unity, though it was mentioned that the NPC would need more animations for the cutscenes that she is in to work. He finished by stating that he had found some assets for the classroom and was going to work on finding the rest of the assets for his rooms soon.

Afterwards a short discussion arose over how the group was going to do the voices in the game. It was suggested that the group could get some equipment from the hatch at Uni. Though more research into this was needed to see if it would be worth while or whether it would be better to go without and use whatever the group already had.

**Meeting Ended at**: 11:26.