**Minutes for meeting:** 18/02/19

**Team:** Joes

**People Present in Meeting:**

* Jonathan Carter (took minutes)
* Oliver Neale
* Samuel Wilson

**Absences:**

* Edward Goodhew

**Meeting Agenda:**

* Check where everyone is at with their current tasks.
* Discuss the remainder of the waterfall work.

**Meeting Minutes:**

Meeting began at 10:25.

*The meeting day was kept from last week as it was midway through the week, making a good time to update people on work and discuss any ideas people had.*

Oliver started off the meeting by updating the group with his work on the frying pans event in the kitchen. He then went on the mention the length of time the project takes to open. Jonathan replied with the task he made to hopefully reduce the load times on the project from a pull request to opening it. Other than that Oliver finished with his struggle to find assets for the conservatory, this issue may come up again in another meeting as a more urgent matter.

Samuel went next, he had reverted his work with Cally’s camera as it was causing too much camera movement. He had also made 2 new scripts which controlled events and could be reused for every room, as he stated it would be just a matter of copy and pasting to use them for each event with some minor tweaks. However, he did state a current issue with the scripts where Cally’s animations continue to play even when the trigger is started. Lastly, he mentioned that his stairs, shelves and tables had been added though were not fully working as of yet.

Jonathan then moved on the work he had done. This was mostly focused on the ground floor layout as he had spent most of his time on Friday working on. He explained that this was done so the rooms were all finished with the new wall assets as well as making it so rooms could be copies to test scenes to be worked on and then put back into the main scene when done. He then finished by stating he had pretty much finished the classroom when it came to the assets in the scene, only needing to retexture some posters to make them relevant.

The rest of the meeting went into an open discussion over the ground floor events. Mostly evolving around how the cutscenes would work with Samuels event scripts would work with cutscenes, how the mirror room could be done easier if needed as well as how the AI navmeshes wouldn’t work with the modular assets and the workaround that is just using a invisible box to use as the floor for the navmesh.

**Meeting Ended at**: 10:40.