**Minutes for meeting:** 27/01/19

**Team:** Joes

**People Present in Meeting:**

- Jonathan Carter (took minutes)

- Edward Goodhew

- Oliver Neale

- Samuel Wilson (arrived during meeting)

**Meeting Agenda:**

- Make sure we are all on track with current work

- Organise a time to sort out tasks and get on with making assets for the game

**Meeting Minutes:**

Meeting began at 18:59.

We all said hi and made sure we could all hear each other first. Edward went to check to see if Samuel was home, so he could be in the meeting. He wasn’t so we carried on without him.

Edward started off by discussion an email he had sent to Kostas about what we should be showing in our weekly logs for the 3D work. Mostly Fuse / Mixamo. This discussion prompted Jonathan to go over a list in the Leaders chat channel about what people can put into the weekly log for this week. This cleared up some uncertainty in the group which was around before. Next Oliver suggested that we be proactive about our work and start by getting some models together ready for when we start the roleplay in a few weeks. All present agreed it was a good idea. Jonathan suggested getting a list or mood board of horror assets to help with this.

At this time Samuel arrived in the meeting and apologised for being late as he was at work. The group continued the discussion on making an asset list and updated Samuel on what was been discussed. Samuel agreed with making a list and went on to suggest that the group use hack-n-plan to assign assets for the team members to work on. The group agreed on this motion. Next Samuel updated the group on what 3D work he had been doing mostly with AI using Nav meshes as well as a basic character controller that could be used in the final game. Jonathan then brought up the work he had been doing on of a similar nature. It was agreed that the group would look at both and either choose the best or merge them together. The group then returned to the discussion on assets for the game. This lead to an agreement from all to meet up tomorrow (Monday 28th) after class to organise an asset list, design the exterior are of the house & assign tasks to get everyone working on something during the downtime before the first roleplay.

More discussion followed on how the outside of the house would work as well as a little discussion on how Betrayal at house on the hill worked and what we may expect in the roleplay. The group then set out the plan for tomorrow (Monday 28th), it was agreed that each member would bring their SWOT charts with them to the agreed meeting to assign tasks to people fairly.

The group then signed off at 19:21.