**Minutes for meeting:** 06/02/19

**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 tasks

**Meeting Minutes:**

Meeting due to begin at 13:00.

*The meeting was started at a later time this Wednesday due to only two people being present at the correct time. The meeting was started as soon as a third member arrived as otherwise there would be little to discuss.*

Meeting Began at 14:26.

Samuel then started the meeting off after we had all had a brief chat at what we had done before he had arrived. Samuel then listed what he had done during the week. He stated that he ground floor white boxing was complete and a first version of the ground floor with modular assets in the scene. He then stated he had added the crouch animations for the main character Cally, though the camera still remained at the height of the normal character, which he planned to fix in the coming days. He also mentioned that he had been working on a patroller AI but had yet to get it fully working.

Oliver then listed what he had done with his tasks this week. This was comprised for the most part of Documentation this week, it was agreed that on iterations of the documents that each member would take turns updating a document, despite the documents been spread out initially, he did end up doing a fair few of them himself with support form others when needing ideas. He mentioned that Edward had requested his help with the risk assessment document which he agreed to do as well. Oliver ended his talk by stating that he was planning to work on the particle system after the meeting.

Jonathan then went over the work that he had done. The work he had done during the week was a lot more practical, but essential to having a working prototype level ready for the roleplay on Friday. He started by stating that the modular assets had been fixed and tested with seamless textures to make sure they looked right. Though he did mention that not all needed assets were made as some were only needed once or twice in the level and could wait for now. He mentioned that he had made some prefabs to made level creation a tad quicker as well as being more organised. He next moved o to show off a Unity Editor window he had worked on the evening before the meeting and stated he main goal after the meeting was to finish the tool. The tool being the ability to add textures to multi-sub objects in a scene all at once, rather than having to do it one at a time. Lastly, he showed off the UI & stats work he had done near the start of the week, explaining how he had made it and clearing up any questions the group had.

All present members agreed that tasks on hack n plan should be given deadlines to keep everyone on track and that it would be done during the downtime on Friday’s session.

The meeting ended at 14:34.