**Minutes for meeting:** 30/01/19

**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 began at 13:02.

Oliver started by stating that he had found some assets that could work in the game, such as cabinets and cars. He was going to import these into unity, and make sure they look right in the scene. He went on the say that he had finished his tree model, with it textured and ready to go into Unity. Jonathan suggested he import it into Unity to check the scale as He had had troubles with scale when he was testing his model. Jonathan then mentioned that he had started the exterior of the house and discussed that it was going to be a frame with some windows that would just have a texture on the window. A discussion that took place about the possibility of making bushes as well. Jonathan suggested that he use the tree model but change it to just not have the root to make them.

Samuel then went to go over what he had done. This included adding player movement, mouse move script & implemented some of the animations for the main character. These included, walking & sprint/running. Samuel then went on to mention he planned to add a stamina feature to the running so it couldn’t be used forever, which everyone present agreed on. The discussion then moved on the Samuel’s AI work, this focused on a zombie which he explained was for testing purposes only. However, he had managed to get zombie to follow the player form its last known location as well as attacking the player when within a certain distance. He also had idle, walking and attacking animation implemented.

Jonathan then went on to explain over what he had done. This included making the Cally model which is for the main character, as well as imported it into unity and fixed some of its textures. He then explained he had imported his Inventory script and made sure it worked. Finally, he explained that he had started the exterior of the house and showed the group the reference image for the house which all present liked.

Finally, all present, agreed on the layout of the outside with a fountain piece and driveway before a set of stairs to the door of the house, as well as showing the girl image used to make Cally just so every present was aware of the reference she was made from.

**Meeting Ended at**: 13:22.