# Meeting minutes: The Exiles Group Project

**Date of meeting:** 25 November 2019

**Time of meeting:** 11:00 AM

**Attendees:**

Jamie Gostling

Alpeche Pancha

**Apologies from:**

Ethan Ward

### Sprint review

**What went well**

* All initial levels have been created in Unity and playable
* Re-scoped the project and amount of levels in the game based on feedback received and group discussion
  + There’s now more room for polishing the game, as we are focusing on really well made levels

**What could be improved**

* There’s some issues with the animal AI in the new levels - they currently don’t follow the player.

**Feedback received**

*Either playtest or tutor feedback*

* Consider how to fill the view outside the level (backgrounds, void, etc?)
  + Research how other games handle this
* Use different sizes for assets in level to introduce variation
  + We can use the same model multiple times in a level, but vary their size so that we have variation without having to make too many models

**Individual work completed**

* Ethan: Medium level
* Jamie: Hard level
* Alpeche: Patrolling AI rewrite and some work on tutorial level

### Discussion topics

* Estimating asset production
  + 7 days per setting (farm, barn and factory) - roughly 2 hours per asset
  + Just for 3D modelling, not textures
  + Allows time for fixing any issues encountered when importing to Unity
* Discuss about scaling in levels during the week
* Playtesting plans
  + Can do it on a Wednesday depending on availability
* Sprint planning

### Sprint aim

*Overall aim of the current week’s sprint (what will the product look like by the end of the sprint)*

**Fix issues with animal AI and begin asset production.**

### Any other business

None.

**Meeting ended:** 12:15 PM

**Minute taker:** Alpeche Pancha