# Meeting minutes: The Exiles Group Project

**Date of meeting:** 9 December 2019

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

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* Demo level fully featured and has all the assets and environment
* Tutorial level improvements
* Start screen and main menu completely rehauled with new assets
* Feature complete

**What could be improved**

* Enemy AI not following the player currently
* Tutorial level needs updating with latest bug fixes from demo level
* Demo level is missing instructions/hints

**Feedback received**

*Either playtest or tutor feedback*

* Needs a narrative
  + Why is the farmer trying to stop you
* Farmer not following the player - players unsure if the farmer will catch them or not
* Show player why they lost before showing “You lost” screen
  + Pause the game and maybe show some text saying you’ve been caught
* Consider different enemy AI movement speeds - slow in the easy levels, faster in the medium/hard levels

**Individual work completed**

* Ethan: Improving demo level look & feel, main menu/start screen, and bug fixing
* Jamie: Adding new assets, improving demo level
* Alpeche: Tutorial improvements and bug fixing

### Discussion topics

* Playtesting by other groups and feedback discussion

### Sprint aim

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

### Any other business

None.

**Meeting ended:** 1:00 PM

**Minute taker:** Alpeche Pancha